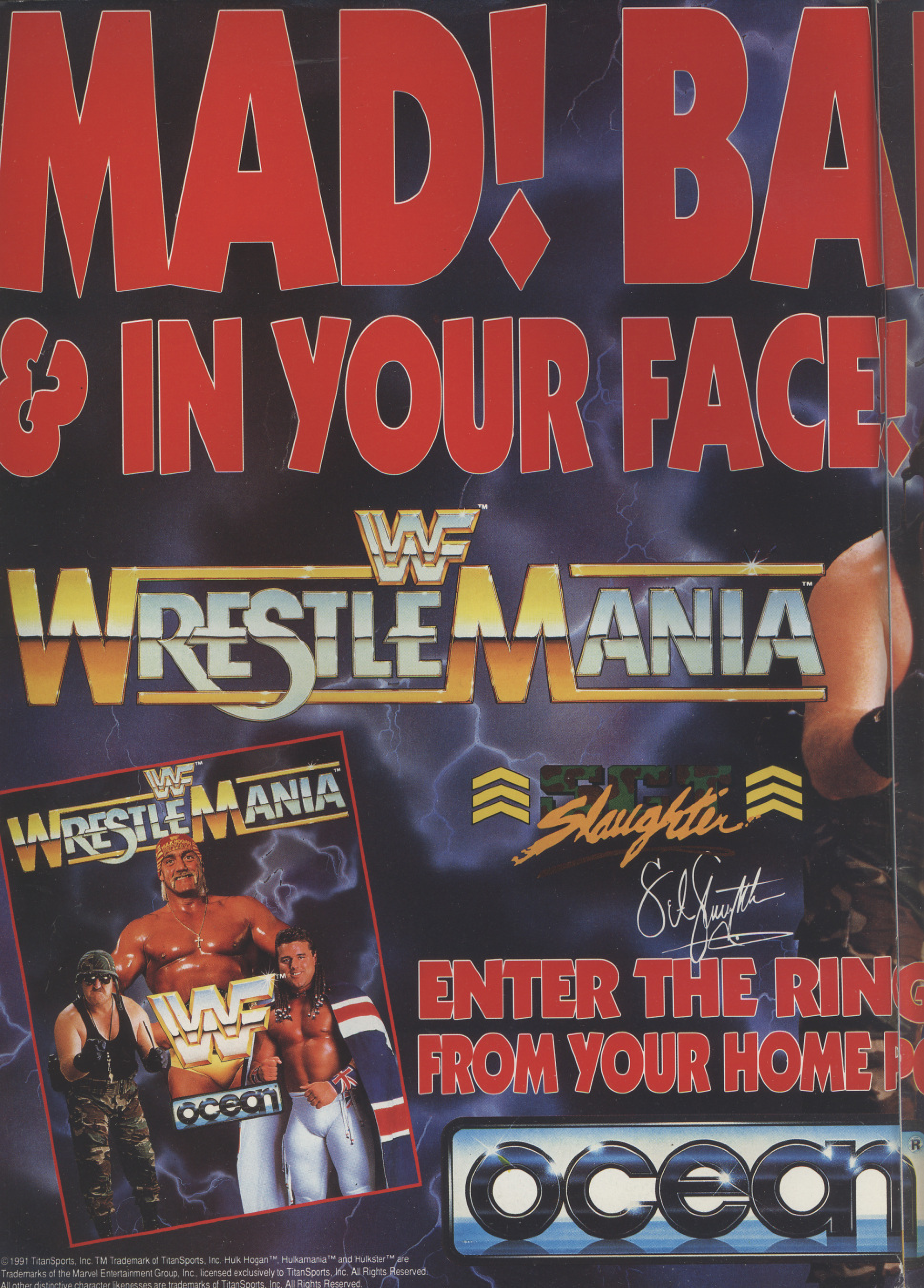
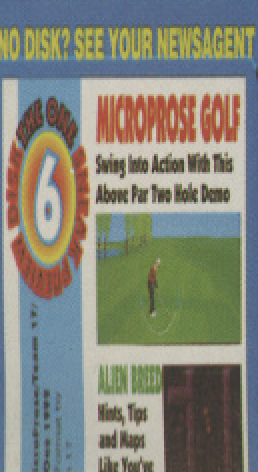

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MICROPROSE GOLF
Swing Into Action With This Above Par Two Hole Demo
ALIEN BREED
Hints, Tips and Maps Like You've Never Seen!
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Disk Format by Team 17
ANOTHER WORLD
Delphine's Newest Trip!
INSIDE THIS ISSUE:
• MORE LEMMINGS – Psygnosis Goes Over The Top (Again!)
• WWF – Ocean Shows Its Muscle
• POWERMONGER – Bullfrog Marches Into Europe
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CON

So, Christmas has just left us and the New Year awaits us with fevered hope and bountiful expectations. Big things are just around the corner, and I'm not talking about American wrestlers. Speaking of which, was it any surprise that *WWF Wrestlemania* stormed the charts this Chrimble? Why is it that Joe Public seems content to buy anything with a brand name on it, no matter how good or bad the product really is? It's a shame that such great works as *Fantastic Voyage* and *RoboCod* are overshadowed by the great hype machine, especially as both titles offer far more enjoyability than the usual 'big names'. Everyone moans about how the software market is flooded with rubbish, but is it any wonder when the likes of *Terminator 2* and *WWF* sell so well, regardless of what us critics seem to think? It's really up to you. Make a stand in the new year, listen to the opinions of others, try games before you buy them, don't believe the hype. If you start demanding quality, you'll start receiving it and then we'll all be happy. Have a good new year, and more power to ya.

Ciarán Brennan



JANUARY

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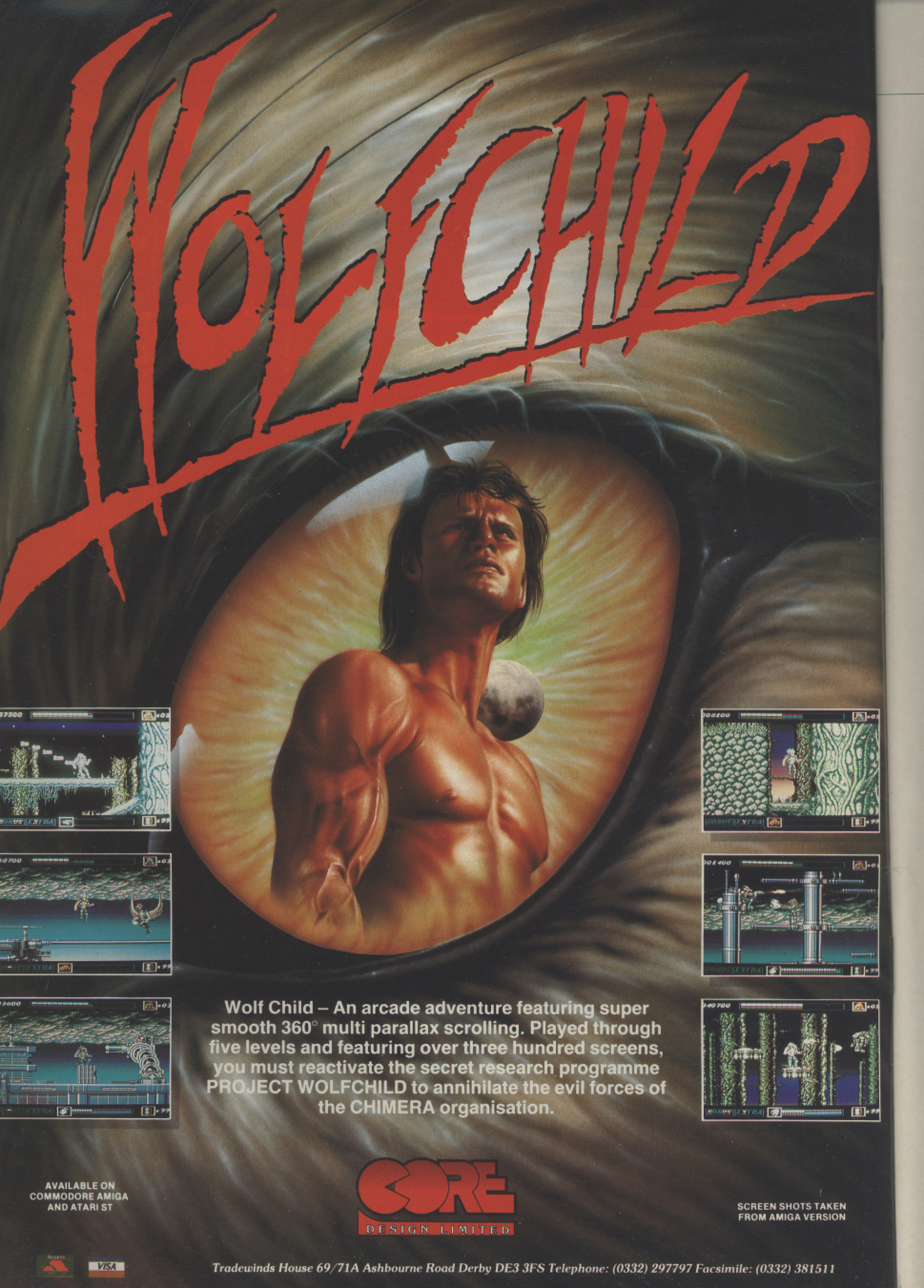


TENTS

Brennan dons his safety helmet and heads over to Dublin for a look. Also, *Special Forces* from MicroProse: guns, grunts and guts, the perfect way to start a new year.



GAMES FEATURED THIS ISSUE



WOLFCHILD
Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme PROJECT WOLFCHILD to annihilate the evil forces of the CHIMERA organisation.
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IT HAD TO HAPPEN sooner or later. Some day a golf game would come along that would rival Electronic Arts' classic *PGA Tour Golf*, and who better to do it than MicroProse? The imaginatively titled *MicroProse Golf* is reviewed later in this issue, but for now, content yourself with two complete holes, specially created for *The One*.

Most of the full game's features are on offer to you (the disk-based operations are missing) and you can take part with up to four human or computer opponents. Handicaps, left or right handers, foot stances, hooking and slicing, everything that makes up a good game of golf is included in this demo. In fact, the only thing you won't find is a stiff drink at the 19th.

MICROPROSE GOLF





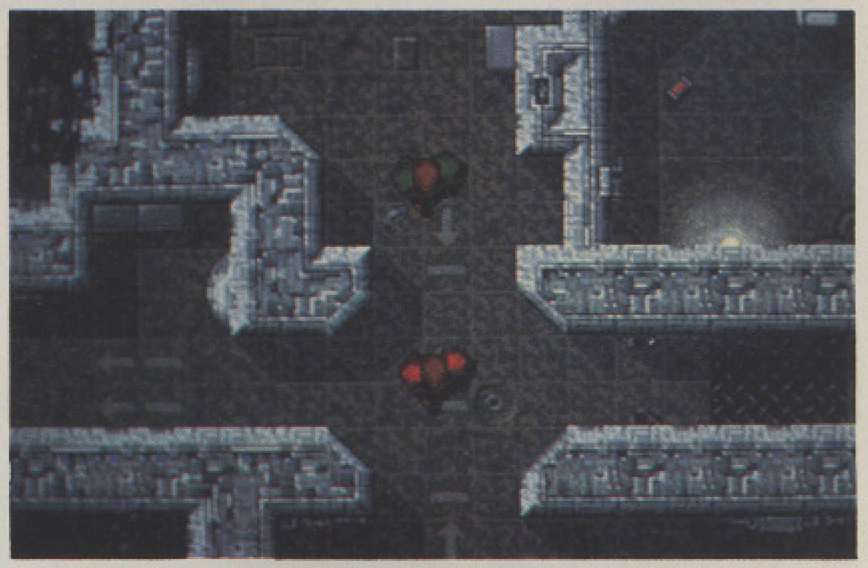
HOW TO PLAY GOLF THE MICROPROSE WAY...

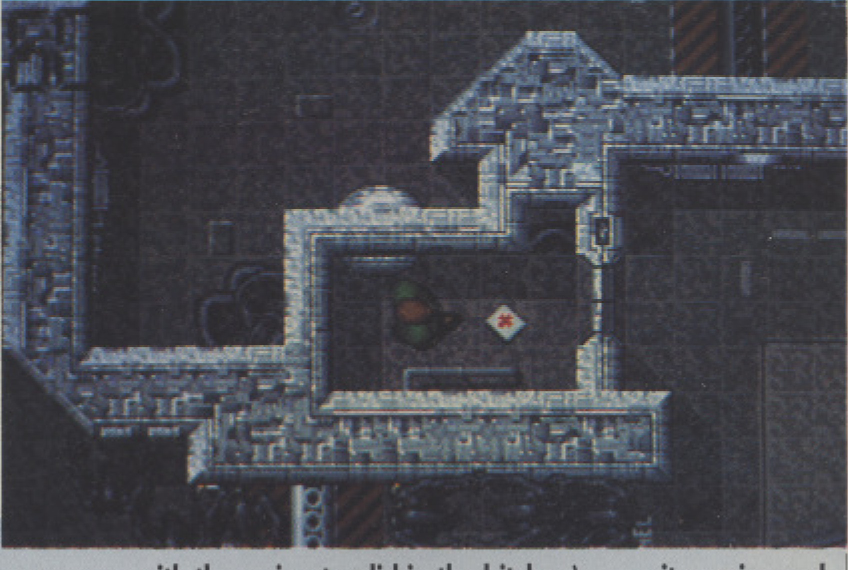
STARTING WITH THE overhead map screen: use the mouse to position the aiming line to wherever you want to hit the ball. Use the rotate map icon to get a better view if necessary. On the main screen, set up all the options until everything is just perfect, then click on the arrow to start the power bar swinging from right to left. When the desired power setting is reached, click again to start the downstroke, clicking a third time as it reaches the white section of the inner circle. This is the hook/slice indicator. The ball should now fly off in the desired direction. Putting is even easier. The halfway line on the power indicator tells you the best power setting if the green was straight and level. Use the grid and the views for a better look at your lie and adjust the power accordingly.





BRIAN NESBITT'S DISK PAGE





YESIRRE, TIPS FANS. My mighty empire is expanding. Even your Sneak Preview Disk is no longer safe from my twisted influence. For the first time ever, *The One* is bringing you – wait for it – Brian Nesbitt's TOAD (Tips On A Disk). Ribbit!

You see, the trouble with maps is they take an enormous amount of work, time and space to print (as we found out last month when we tried to print maps for *The Blues Brothers*). Even more so when they are of the marvellously high quality you've come to expect from me. So, I thought to myself one lazy Sunday afternoon, while sipping a Tahitian Surprise on the porch in my Wandsworth mansion, why not put them on a disk and let the readers study them at will? So I did.

Alien Breed is the game, six levels of spankingly good maps, along with some inside hints and tips from the programmers themselves. How's that for value? All you do to take the guided tour is to load up the menu, select the relevant level and use your joystick to wander around at will. Easy huh?

Hopefully, this won't be the last time you see my TOAD, let me know if you think it's a good idea, after all (slips into a sincere voice) this is as much your magazine as it is mine. You speak, I listen (not always with open ears, but you never know, you might catch me on a good day).

Well, that's about all. So remember, if you've enjoyed using these maps half as much as I enjoyed bringing them to you... then I've enjoyed them twice as much as you have. See ya!

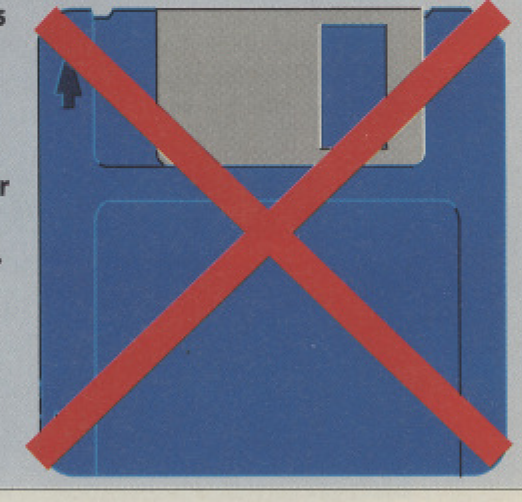
LOADING

To get started, put your disk in the drive when the workbench screen appears, wait for the disk to load then select the appropriate option from the menu. To start *MicroProse Golf*, select New Round, Medal Play, the amount of players and all their details (handicaps, clubs, hand preference etc). For the *Alien Breed* tips just use the joystick to scroll around each map.

DISK TROUBLES

So you've settled down to enjoy our Sneak Preview Disk but instead of Microprose Golf and Alien Breed, you've got some strange game called Software Error: Press Left Mouse Button To Continue (and even that won't load). Never fear, simply find a suitable receptacle for your disk (and I don't mean the one with the swing-top lid in the kitchen) wrap it up nice and secure and send it to: PC Wise, Unit 3, Merthyr Industrial Estate, Merthyr Tydfil, Mid. Glamorgan, Cymru, CF48 4DR.

Your disk is absolutely guaranteed to be 100 per cent free of all known viruses (honest). But just in case one does crop up we can't, unfortunately, take any responsibility or accept any liability for damage caused. Much as we'd like to, we just can't. A virus killer is your best bet, check out the PD libraries.

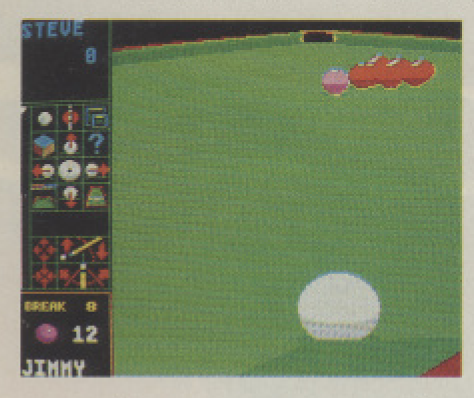


NEWS

JANUARY 1992

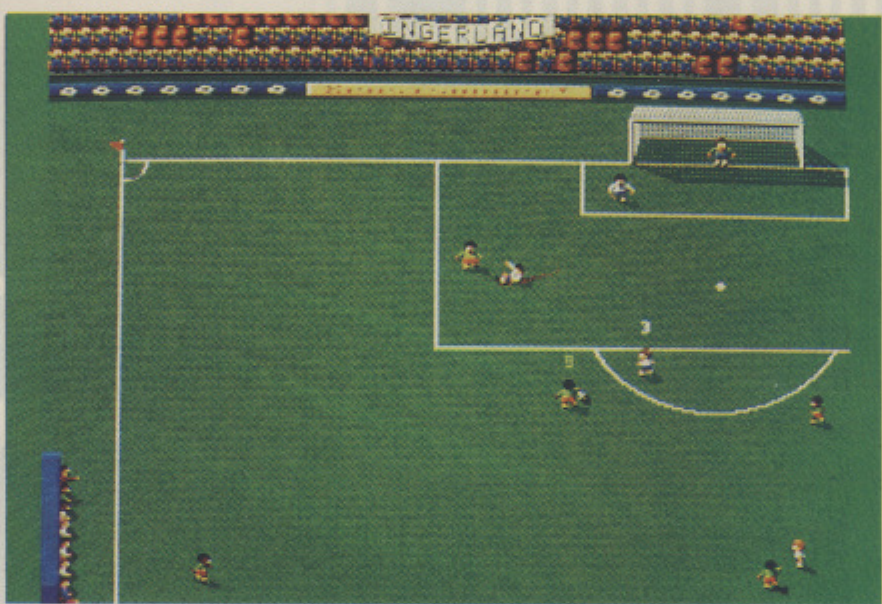
you're about to hear it here first, as **GAZZA** makes his comeback ... we launch our all-new **JIMMY WHITE TRICKSHOT** challenge ... show how to make your machine look **BIGGER AND HARDER** than it actually is ... reveal the usual **CHARTS** and **RECOMMENDED** games ... spot the latest compilations ...







AND MUCH, MUCH MORE...



SCORING FOR IMAGE WORKS – Sensible's footie game.

SENSIBLE DECISION?

THOSE KINGS OF 'off the wall' software, Messrs. Jon Hare and Chris Yates, have signed up with Mirrorsoft in a deal which covers their next four titles.

Following the success of ***Mega-lo-Mania***, the next four Sensible Software games – a ***Mega-lo-Mania Data Disk***, ***Mega-lo-Mania II***, ***Cannon Fodder*** (billed as a "strategy wargame with a wacky twist") and the as-yet untitled soccer game – will all appear on the Image Works label.

Commenting on the agreement, Jon Hare said: "If the milkman calls, I left a ten pound note under your slippers."

OCEAN HAS KEY TO PIRACY SOLUTION

IN AN ATTEMPT to curtail the level of piracy which usually afflicts its big releases, Ocean has included a 'security key' with all copies of *RoboCop 3*.

Similar in effect to the old fashioned 'dongles' which occasionally graced the boxes of C64 games, the key plugs into one joystick port and 'talks' to the disk – preventing the game from running without it.

"It's basically a piece of hardware, with a PCB and a chip. It sends information to the disk and vice versa. People can copy the game very easily, but it won't run without the key installed in the machine," explains Ocean's software director, Gary Bracey.

The firm had also hoped to include a key with ***WWF Wrestlemania***, but this proved impossible because of the game's two-player option. However, it's believed that the company which invented the device, Worx For Me, is currently working on a version which will allow both joystick ports to be accessed at once.

Other publishers, including Psygnosis and Domark, are believed to be watching Ocean's experiment carefully and may also decide to employ the device in future releases.



***ROBOCOP 3*: all keyed up.**

NOT TONIGHT, JOSEPHINE

MEDIOCRE NAPOLEONIC BATTLES? Good Napoleonic Battles? No... *Great Napoleonic Battles*! Impressions is continuing its ever deepening tumble into the world of wargames with the release of a strategy package which covers three of the dwarfish French General's scraps: Waterloo, Quatre Bras/Ligny (a little-known pre-Waterloo beano) and Marengo (Napoleon's first victory, which took place in Italy). Available now at £29.99, Great Napoleonic Battles includes a two-player option, variable difficulty levels and a number of separate parameter editors. Try not to get caught up in the rush, eh?



CLASS ACT

THE FUN JUST WON'T STOP for those wacky guys at Europress Software, as they've just announced the fourth in the *Fun School* series of educational packages entitled (wait for it...) *Fun School 4*! To mark this milestone in computing history, managing director Freddy The Frog visited some sick kids and presented them with some computer equipment. All together now... aaaaaaaahhh!



THE FAMICOM: coming soon...

NINTENDO LAUNCHES FAMICOM

NINTENDO HAS FINALLY ANNOUNCED a date for the British launch of its 16-bit Super Famicom console, which has been on sale in Japan for well over a year and was launched in the US (where it's called the Super NES) last September.

The machine will now definitely start appearing on the shelves in mid to late Spring, probably priced at £149 (a good £20 dearer than its closest rival, Sega's Mega Drive).

As far as software is concerned, the console will almost definitely come with a copy of ***Super Mario World***. Other than that there's a huge range of Famicom software already available in Japan and the US from firms such as Nintendo itself, Konami, Acclaim and Manchester's own, Ocean.

However, it's not known at this point if foreign software will work with the UK machine without some alteration – Nintendo has hardware protection built into its 8-bit console which prevents software sold in one country from working with a machine sold in another, and it's likely that it will introduce a similar system for the new launch.

The machine apparently got off to a slow start when it was launched in the States, but Nintendo claims that it has now sold two million consoles and six million games over there.

JOOLS WATSHAM'S WHAT THE STARS ARE PLAYING

Jools Watsham has hardly been away from the phone this month, as he continues in his epic quest to find out what's been tickling the fancies of his buddies in the business.

SENSIBLE SOFTWARE

The inappropriately named ones have a lot of games on the go at the moment: there's *WizKid* (coming soon, we hope!), followed by *Sensible Soccer* (which is a working title only) and *Cannon Fodder* ("*Lemmings* meets *Mega-lo-Mania*" – bizarre!). However, in the midst of all this, they've been getting some play time in. Jon has been busy doing research for the soccer game with *Kick Off 2* (life's a bitch, eh?). He's also been looking at all of the cover disks around and reckons *Another World* looks "amazing." Meanwhile, Chris and Stu have been going hammer and tongs with *Sonic The Hedgehog* (Mega Drive) and *Solitaire* on the PC.

PETE TATTERSALL (Twilight)

Mr Tattersall has been "too busy to play games," because he's beavering busily at the graphics for *Mega Twins, Bonanza Brothers, WWF* and *Video Kid* which he says is his best effort so far. However, he remebers that when he did have time he liked *Wizball*, "I've managed to reach level five!" There isn't an arcade in Harrogate, so Pete and the team all trot up to Scarborough where his favourite coin-op is the holographic system, *Time Traveller*, "It's quite amazing," he enthuses.

STEVE SCREECH (Anco)

Old Screechy's another busy bee, as *Tip Off* has needed more than a little play testing. However, all play (of one game) makes Steve a dull boy, so he's been keeping his hand in with his favourite sporty games such as *Kick Off 2* (slightly biased, I think): "I'm always on it," he says. *Pro Tour Tennis 2* is another favourite of Mr Screech's, while he also likes to potter around with *Jimmy White's Whirlwind Snooker*. To get his adrenalin going, Steve's gets into gear with Geoff Crammond's *Grand Prix* and burns some serious rubber.

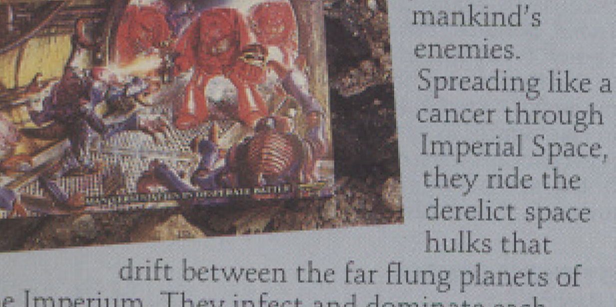
STRANGEWAYS

Phoning Strangeways is a weird experience: firstly, Jason Perkins picks up the phone and says "hang on a minute I've got to do something." He then runs away, whereupon (after a considerable wait) Gary Liddon is heard chattering away in the distance, revealing what games they've been playing. First up is the team's own creation, *Apocalypse* (featured in our Work In Progress, last issue) followed closely once again by that Mega Drive classic, *Sonic The Hedgehog* (perhaps they should consider getting together with the guys at Sensible Software?). They apparently "got bored" with *Super Mario World* on the Famicom, and moved quickly on to Jeff Minter's *Llamatron*. After a few minutes more of mindless waffle from Mr. Liddon, we finally get back to the subject of games, where he reveals that the team has "started playing *Supremacy* again." Other games which the boys have dabbled with include *Jimmy White's Whirlwind Snooker, Super Tennis* on the Famicom ('to give the image that we're hip 'n' trendy") and, last but not least, *Bonanza Brothers* in the local arcade.

WIN YOUR OWN HULK!

FOLLOWING LAST MONTH'S Work In Progress feature on Gremlin's *Space Crusade* game (which, you'll remember, was its second adaptation of a Milton Bradley/Games Workshop board game following the highly successful *Hero Quest*), we've been asked to point out that all of the characters we used to illustrate that piece came from the Games Workshop's *Space Hulk* board game and remain copyright of that company.

Space Hulk is just one in a long line of Games Workshop board games which have come to be regarded as the definitive table-top RPGs. Set in the Warhammer 40,000 universe, it features the Imperium's battle to stave off threats to its vast empire from other races and civilisations.



The Genestealers are just one of mankind's enemies. Spreading like a cancer through Imperial Space, they ride the derelict space hulks that drift between the far flung planets of the Imperium. They infect and dominate each planet that lies in their way – and the only way to stop this malaise is to destroy the infection at its source.

Space Hulk sees you fight this very battle as a Space Marine, clad in Terminator armour. The game itself includes 30 finely crafted plastic Citadel miniatures, 49 full-colour interlocking board sections to lay out in a huge variety of scenarios, a comprehensive rule book, counters and a mission booklet containing six pre-generated missions and background information on the Imperium, Terminators and the Genestealer threat.

This weighty package would normally set you back £22.99, but as a special treat to readers of ***The One***, Games Workshop is putting six up for grabs in this easy-to-enter competition.

To be in with a chance of walking away with one of these great prizes, all you have to do is answer the following question:

Which software company is producing Space Crusade?

Write you answer in block capitals (along with your full name and address) on the back of a postcard or sealed envelope and send it to: **Space Hulk, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. The closing date for this competition is Thursday January 30th, so get your entries in now!

MICROPROSE TO LAUNCH A.T.A.C.

MICROPROSE IS SET TO TURN the whole concept of flight simulation on its head with the release of *A.T.A.C.*, a fully-interactive strategy game which puts you in command of an entire drug enforcement team.

A.T.A.C. puts you in charge of B23 Fighter/Bombers, modern-day attack helicopters and an army of undercover agents, as you attempt to put an end to Columbia's drug barons. Negotiating a fully-sculpted three-dimensional world (complete with mountains, roads, cities and jungle plantations) you take full control of the operation, planning strategies, mounting offensives and, naturally, taking direct control over the missions.



Another major simulation which is just about to appear over the MicroProse horizon is ***B17 Flying Fortress***, a simulation dealing with the massive WWII bombers, as featured in ***Memphis Belle***. As always, MicroProse has incorporated as much realism as possible, with the player taking control of any of the crew positions at any time.

Both games are set for release in the early months of the year. If you need any more information, contact MicroProse on (0666) 504326.

GAZZA MAKES EARLY RETURN

THOSE GLORY, GLORY BOYS AT TOTTENHAM may have to wait patiently until March before the great Gazza can once again proudly don the lily-white livery, but there is one appearance which he *will* be making before that date – on Empire's new *Soccer Stars* compilation.

However, it looks as though the cheeky Geordie may just be upstaged for once, as he's joined on that collection by the all-time computer footie simulation, Anco's ***Kick Off 2*** (which is still played here in ***The One***'s office – at least every lunchtime, and usually any time that the boss isn't looking as well!).

Those two soccer luminaries will be joined by a lesser licence in the form of Audiogenic's ***Emlyn Hughes International Soccer*** and the slightly flawed experiment in 3D footie action that went by the name of ***MicroProse Soccer***.

This four-footed feast of footie action can be yours right now, priced at £25.99.

ON WITH THE SHOW

THE FIFTH INTERNATIONAL 16 BIT COMPUTER SHOW will take place at the Wembley Exhibition Centre between February 14th and 16th. Information and tickets can be obtained from Westminster Exhibitions Ltd., Surrey House, 34 Eden Street, Surrey KT1 ER. Alternatively, you can call the company on (081) 549 3444.

SPEEDY CREATURE

JOYSTICK SPECIALIST SPECTRAVIDEO has launched its first ever mouse, releasing it on the Logic 3 label which has previously only been used for joysticks (the Manta-Ray and Sting-Ray models). Priced at £17.99, the Speed Mouse is switchable for use with that other 16-bit computer (for those of you with less privileged friends). Spectravideo's Ashvin Patel commented: "These days there is a strong overlap between the joystick and mouse market and there is an increasing number of games which are better suited to mice than joysticks."



TRICKSHOT TRIALS #1

WHEN THE GOAL-DEN GOAL COMPETITION finally came to its inevitable conclusion, we were left with something of an empty space here in *The One*'s offices (although the postie wasn't complaining too much, as his back was about to go). So, ever since then we've been looking for something to fill the gap – but what could possibly fill *Kick Off 2*'s illustrious boots?



Jimmy White's Whirlwind Snooker, that's what! Imagine our joy when this excellent simulation came along, complete with its 'save trickshot' facility. Bingo!

It was the great man himself, Archer MacLean, who first suggested the competition, so we immediately roped him in to be one of the judges. A quick call to Virgin Games was all that was then needed, and before we knew it we would have a new competition on our hands.

Then, completely out of the blue came a letter to our very own Brian Nesbitt, from a certain **Lee Noble** of **Northolt in Middlesex**, saying: *"Now that the Kick Off 2 Goal-den Goal thing is finally over, let's have a new competition. How about Jimmy White's Trickshot Trials? It could work along the same lines as the footie competition and the best shots could appear on disk. I enclose two shots to set the balls rolling."*

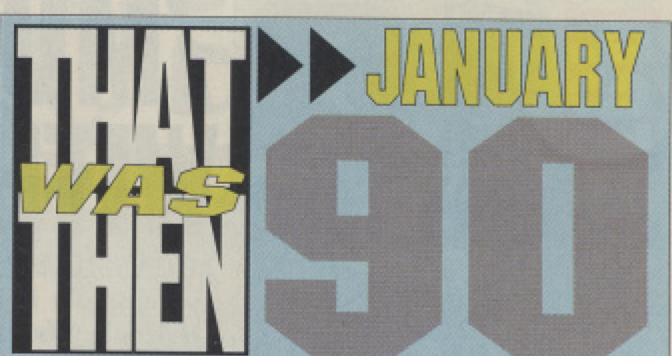
Spooky, eh? So now we had the idea, the backing and even the first entry, so all we needed was a prize. Enter Virgin. The company behind the game has agreed to put up exclusive T-shirts for the winners, that's one prize each for the two best shots which we receive over the next two issues. Not only that, but the two winners will also play off for a chance to become the official The One Snooker Champion and receive the overall prize, a fabulous £300's worth of Virgin Games software.

Heard enough? Okay then, all you have to do to be in with a shout for this great competition is to send your two best trick shots on disk (if you're not sure how to do this, then check out your manual) to: **Trickshot Trials, The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU***. Make sure that you include you name and address on the disk label, and that you also send us a description of both of the shots on a separate sheet of paper (which must also include your name and address).

This competition will run over two months, but make sure that you get your entry in as soon as possible so that we have more time to judge your shots.

So what are you waiting about here for? Get your cue chalked and start practising.

*We regret that we will not be able to return any of your entries, so please don't include S.A.E.s or cash for return postage. We also cannot accept responsibilty for disks lost in transit, so make sure to make a back-up copy of your Trickshot disk before you send it.



WE'VE DONE SOME SILLY THINGS IN our time, but this particular silly thing really takes the biscuit. To celebrate the coming in of the new decade and all that, we gave away a 1990 year planner. Our lucky readers could plan for every single day in the year – except for May 31st, which was... erm... missing (red faces all round, but we did sort it out later).

The issue itself began in a colourful way with Sullivan Bluth's interactive cartoon *Space Ace* (a follow up to *Dragon's Lair*). In our review of the same, things looked rosy for Sullivan Bluth as the game clocked up an admirable 92 per cent for Graphics and even the Sound scraped a respectable 88 per cent. Great stuff – but what about the Playability? Ooops! Someone forgot to tell Readysoft to make its games playable. Playability: 50 per cent. Okay, never mind, what about a nice big value rating? At £44.95 a time? You must be joking matey. Value: 32 per cent. In the end, poor old SA was hard pressed to manage a measly 64 per cent overall. A lesson learned? To find out, check the review of the sequel in this very issue!

Being thoroughly WIPped that month were *Resolution 101*, *Midwinter*, and *Space Harrier*. Having had a pretty bad time putting it together, Mike Hart of Teque said of the latter game: "I know that coin-op people are all very tight-lipped, but I think Sega is the worst of the lot. The people there wouldn't tell us anything!" Sega take note!

Twin tops in the review section were *Operation Thunderbolt* and *Tower Of Babel*, both with 90 per cent. Electronic Arts' *Indianapolis 500* was (in my humble opinion) grossly underrated at 89 per cent.

New in the arcades that month were those firm favourites *S.T.U.N. Runner* and *Block Out*, both destined to be converted (one more successfully than the other).

In our feature on Robots we told you about bush Robots with billions of microscopic fingers: "Bush robots would have the power to dismantle the human brain, neuron by neuron, and replace it with an electronic substitute." So that's what happened to Paul 'brain the size of a planet' Presley!

The first part of our look back at the past decade of computing dragged up some long dead bastions of computer entertainment. How many of these can you remember? The Acetronic machine; companies – Alligata, A'n'F, Anirog, Ariolasoft, Artic, Automata, Beyond (once EMAP's own), Bubble Bus, Bug Byte, adventure genius Scott Adams, developer Chris Butler (are you still out there?), the magazine *Big K* and the extremely sick game, *Babies*, which had you bouncing the little darlings out of a burning building. Oh how we winced when they went squish!

Finally our very own Ciarán Brennan put Ocean boss David Ward through a grilling and managed to evoke the following comments: "Most of our 16-bit only product is already 'original' and we're moving towards a future where more than 50 per cent of all our product will meet this criteria." Really? I don't think so. Then there was: "I don't see a strong 16-bit budget market developing in the foreseeable future." Oops! Things don't look good for The Hit Squad do they?

• **Laurence Scotford**

TOP 10 JANUARY 1992

1 NE **LOTUS TURBO CHALLENGE 2** Gremlin
2 NE **ALIEN BREED** Team 17
3 NE **MEGA-lo-MANIA** Image Works
4 NE **HEIMDALL** Core
5 NE **ROBOCOD** Millennium
6 NE **RETURN TO EUROPE** Anco
7 NE **BUBBLE BOBBLE** Hit Squad
8 ▼ **JIMMY WHITE'S WHIRLWIND SNOOKER** Virgin
9 NE **SHADOW OF THE BEAST** Sizzlers
10 ▼ **FINAL FIGHT** US Gold

2 YEARS AGO

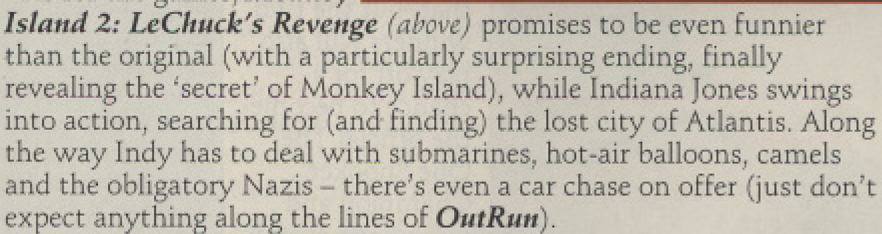
1 NE **POWER DRIFT** Activision
2 NE **PRO TENNIS TOUR** Ubi Soft
3 NE **EXTRA TIME: KICK OFF DATA DISK** Anco
4 ▼ **LASER SQUAD** Blade
5 NE **BATTLE SQUADRON** Electronic Zoo
6 NE **HARD DRIVIN'** Tengen/Domark
7 NE **SIM CITY** Infogrames/Maxis
8 ▼ **SHADOW OF THE BEAST** Psygnosis
9 NE **LIGHTFORCE** Ocean
10 NE **INTERPHASE** Image Works

*i*MUSE YOURSELF WITH LUCASFILM

LUCASFILM HAS UNVEILED its brand new programming system, just in time for the release of the sequel to *The Secret Of Monkey Island* and *Indiana Jones And The Fate Of Atlantis.*

*i*MUSE (Interactive Music And Sound Effects) is more of an additional programming tool than a completely new system, complementing the company's ***SCUMM*** system, as used in all of its previous graphic adventures. It deals largely with the music and sound effects heard throughout the game, ensuring that they react to whatever is happening on screen: should a player approach a graveyard, for example, the music would start to take on a spooky feel.

Additionally, as the player gets further away from or nearer to a significant character or object, the soundtrack will fall or rise in tempo, adding to the atmosphere created by the graphics.



As for the games, ***Monkey Island 2: LeChuck's Revenge*** *(above)* promises to be even funnier than the original (with a particularly surprising ending, finally revealing the 'secret' of Monkey Island), while Indiana Jones swings into action, searching for (and finding) the lost city of Atlantis. Along the way Indy has to deal with submarines, hot-air balloons, camels and the obligatory Nazis – there's even a car chase on offer (just don't expect anything along the lines of ***OutRun***).

Monkey Island 2 is scheduled for release in January, while Fate Of Atlantis should follow in February or March.

ONCE MORE INTO THE DUNGEON...

ELECTRONIC ARTS is soon to join the *Dungeon Master* bandwagon, with the release of *Black Crypt*, a "graphical fantasy role-playing game using a first-person perspective view."

The game has been created by Raven Software, a four-piece development team whose ambition is to produce a fantasy dungeon exploration game which truly utilises the power of the Amiga. According to an EA spokesman, they: "like to think of the game as a dungeon simulator rather than a game."

As ever, the plot is more or less irrelevant – however, it does lead the player straight into the first of 12 interconnected dungeons, each rendered in 64-colour 'extra half-brite' graphics. The player is, as ever, cast as the leader of a band of explorers, who take on 'intelligent' monsters, which follow the party around.

All commands are executed via a 'point and click' interface, with all objects (including weapons, spell books, food, clothes and keys) simply dragged out of the screen and allocated to one of the party when discovered.

Black Crypt will be available in February at a price of £25.99, and will only run on Amigas with at least 1Mb of RAM.

SWITCH BACK TO v1.3

BOUGHT YOURSELF AN A500P? Experiencing compatibility problems? Well worry no more, as AddXtra has announced a device which could be just what you're looking for. Costing £29.95, the A500P ROM switcher (catchy title, huh?) is a plug-in box which contains a Workbench 1.3 ROM chip and will therefore allow all software to run. Further additions to the AddXtra range include a new 1Mb throughboard which, for £59.99, will increase the memory to 2Mb when used with an existing half-meg upgrade.

BUCK'S BACK

BUCK ROGERS IS ABOUT TO RETURN to the 25th century, as SSI releases *Matrix Cubed*, the sequel to *Countdown To Doomsday*. Using an enhanced version of the RPG specialist's AD&D 'gold box' system, the game promises a number of improvements over its predecessor, including a larger universe to explore, "real role-playing" (whatever that is!) and the option to transfer characters from the original. Matrix Cubed should arrive on these shores any time now, and will be restricted to IMb users only.

RECOMMENDED

Our regular run down (or should that be run up?) of some of the best games from the last three issues. These should definitely be on your buy list...

POPULOUS II — 96%
Everything *Populous* was and more. Attempt to wrest control of the world from an opposing god by inflicting all manner of disasters on his people. Recommended to egomaniacs everywhere.

LEANDER — 93%
A graphically stunning platform game from the master of presentation, Psygnosis. The hackneyed plot has you rescuing a princess, but there's nothing old hat about the addictive gameplay.

ROBOCOD — 93%
Marine hero and all-round cute guy, James Pond is back – and better than ever. This time he's a fish out of water in a Christmassy adventure. Easy to play and impossible to put down – a delight.

LOTUS TURBO CHALLENGE 2 — 91%
The sequel to Gremlin's first Lotus hit, now features better two-player options and all-weather driving (you can also choose between the Esprit and the Elan). A must buy.

THE BLUES BROTHERS — 91%
The cult musical looks like it could well become a cult game. This riotous platform romp is easily the best thing to ever come from French publisher Titus – get ready to rock!

FIRST SAMURAI — 89%
Vivid Image joins the massed ranks of Martial Arts beat 'em ups with a monstrous hack and slash extravaganza. Watch out in particular for the unbelievable sound effects – wowza!

AMIGA FAMILY EXPECTS BABY

RUMOURS ARE ABOUNDING that Commodore is to add to the Amiga family (which currently numbers the A500, the A1500 and the A2000 among its members) by adding a new, low-end Amiga model, possibly to be called the A300.

Claims that this model would feature a cut-down keyboard and cost as little as £200 were quickly dismissed by the manufacturer, but it refused to deny that the a £300 machine called the A300 would appear in the near future.

All of this news came in a week when Commodore announced that there are now three million Amigas dotted around the world.

GERMAN GOLD

NOT CONTENT with looking after Lucasfilm, SSI, Millennium and Delphine, US Gold has announced the signing of yet another affiliate, German strategy specialist, Software 2000.

The first two games which the deal will cover are ***Wild West World***, a 'cowboys and indians' business simulation (!) and ***Bundesliga Manager Professional*** (which will probably have a different name when it goes on sale over here).

Beginning in 1741 (March 1st to be precise), Wild West World sees the player attempt to become the most wealthy and powerful man in the Wild West (obvious really).

The footie game will feature the first three divisions (whatever happened to the fourth?) and all of the European competitions. Up to four players will be able to take part simultaneously, each attempting to take their team to the top.

Wild West World is already available, while Bundesliga Manager Professional (or whatever) will follow in the next couple of months.

NERS ... WINNERS ... WINNERS ... WIN

AND NOW LADIES AND GENTLEMEN, the moment that you've all been waiting for. The winners of all of our recent competitions, beginning with one of the most amazing prizes ever ...

Over two issues (September and October 1991), those excellent folks at Lucasfilm offered one lucky reader the chance to visit its Californian HQ (along with a member of ***The One***'s staff, of course!). The winner, who decided that he'd like to go with the ed., so that he could meet his double (Chewbacca!) was Cheshire's own Simon Walmsley. Congratulations Simes, see you at the airport!

There are obviously many, many fans of multi-player games out there, as you all decided to have a shot at our Tecnoplus 'four-play' competition (October 1991). The two lucky readers who'll each be receiving a Tecnoplus four-play pack are: J. Baldwin from Swindon and Andrew Ingham from Keighley. Also, a further 10 runners-up will each receive a pack of 10 disks and a copy of Gremlin's ***Super Cars***. They are: D. Harding from Cambridge, Mark Taylor from Newbury in Berks, Conor O'Mahony from Co. Cork in Ireland, Kieran Purcell from Alexandia, R. Haynes from Exeter, Osian Meredith from Wrexham in Clwyd, Paul Doxey from Worksop in Notts, Paul Bonnefin from Leyton in East London, Tahawar Khan from Southall and finally Ian McGillivray from Liverpool.

In our November issue, Crittercal Computers kindly put up a rather squishy Critter (they're those cuddly toy things that you stick on your monitor) for the winner of this all-too-easy competition – that lucky, lucky person was Motherwell's Imran Saleem.

Also, in our November issue, peripherals firm AddXtra offered five prizes of half-meg upgrades, which went to Simon Hallworth from Birmingham, Martin Burley from Tring in Herts, Mike Smith from Southampton, Michael Baker from Derby and Mark Burden from Stockport. And that's not it! A further five winners will each receive a joystick/mouse switch. Here they come... Ian Reid from Dublin, Kevin Hobden from Lincoln, Andrew Cooke from Staffs, Simon Roberts from Bridgend and Neil Mansell from Essex.

Finally, also in our November 1991 edition, Philips offered you a chance to get your hands on one of its CM8833 II monitors (and, in addition, to be in with a chance to win some time on a genuine flight simulator). The lucky chap who will walk away with this fabulous prize is: Paul Learmont from Edinburgh.



ROOM FOR EXPANSION

ARE YOU TIRED OF THE CONSTANT JEERS OF YOUR A2000 OWNING FRIENDS? Would you like your Amiga to have its own delightfully creamy casing, so that you could put your monitor on top of it? Would you prefer if this casing had room for an extra disk drive, and maybe even two joystick sockets at the side? And would it make you feel good if this casing was manufactured from 1.2mm steel by AVA Developments, and simply called the Expansion Stand. And, most of all, would it make your day if it was fitted with protective rubber feet and cost £29.95? If you've answered yes to all of these questions, then your prayers have just been answered.

MUSIC FOR STARTERS

THE TECNOPLUS RANGE OF PERIPHERALS has just expanded with the release of two new lines. In keeping with the philosophy of offering 'add-ons with something extra', the first of the additions is a MIDI connector with a copy of *Music X Junior*, costing £39.99 (sold separately, the two cost over £100). The second release is a 'starter pack', which costs £44.99 and includes *AMOS*, *Prince Of Persia*, a joystick, mouse mat, dust cover and cleaning kit.



UBI COMES IN TO B.A.T.

UBI SOFT IS SET to leap into the New Year with the release of *B.A.T. II*, follow-up to its highly successful futuristic role-player.

Set in Roma 2, the capital city of Shedishan (a planet in the B8 system), the game promises more than 200 screens, an all-new sound system, four separate flight simulators (and one driving game), numerous confrontations and a choice of either strategic or arcade action.

The player takes the part of Bureau of Astral Troubleshooters special agent Jehan Menasis,who's sent in to the city to help out another agent, Sylvia Hadford, whose life has been threatened. Together, the pair go on the trail of the Koshan, an evil and dangerously powerful leader.

Following two years (!) of work, B.A.T. II is now nearing completion. Watch out for a release some time next month.

KONIX RELEASES CODERS' FOUR

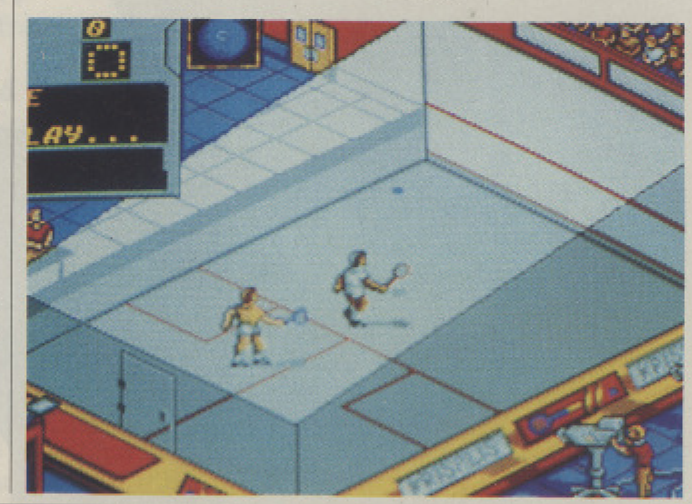
JOYSTICK MANUFACTURER Konix, has teamed up with budget specialist Code Masters to bring you a unbeatable deal. The *Mega Pack* combines a Speedking joystick with four games: *Treasure Island Dizzy, MiG-29 Soviet Figfhter, Pro Tennis Simulator* and *BMX Simulator*. The Mega Pack is currently retailing at £19.99 from all good high street stockists, but if you don't fancy going out in the cold, try entering our great charity competition later in this issue, where 20 of the packs are up for grabs.

KRISALIS TO GET SPORTY

KRISALIS SOFTWARE HAS JOINED the current compilation battle with the release of *Champions*, a mixture of action and strategy games tied together by a common sporting theme.

The three-game collection consists of the unbelievably wonderful ***Jahangir Khan World Championship Squash*** (which received a remarkable 91 per cent from our own Paul Presley), the unbelievably successful ***Manchester United*** (the original) and the... erm... unbelieveable ***World Championship Boxing Manager***.

Champions is out now, competitively priced at £19.99 – and everyone at Krisalis says that they're "very excited about it" (they should really get out more!).



GRAB YOURSELF A BUG

WHAT IS THAT THING DOWN THERE? Believe it or not, it's a Bug – the latest joystick from that wacky crew at Cheetah. Named for obvious reasons, the bug is a whole new style of joystick, featuring smooth handheld comfort, two large fire buttons (the eyes have it!), a short, steel-shaft and eight super-sensitive microswitches.

This (ahem!) original joystick would usually set you back £19.99, but as a special Happy New Year promotion Cheetah is happy to offer five of these little creatures to the readers of ***The One*** who take part in this simple to enter competition. Not only that, but a further 10 runners up will receive a T-shirt for their troubles.

Interested? Of course you are! So, to get your hands on one of these great prizes, all you have to do is answer the following simple question...

What was the name of Disney's famous Love Bug?

Send your answer on the back of a postcard (or a sealed envelope), along with you full name and address to: **Only Buggin', The One, EMAP Images, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU**. Entries should reach us by last post on Friday January 31st, and please remember to write clearly in block capitals (because if we can't read your answer, name or address, then you haven't got a hope, have you?).





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ARE INVADING SPRINGFIELD!
That's right man!
A buncha slimy, horrible, totally gross and putrid monsters are taking over the bodies of the people who live here and they wanna build a weapon that's gonna take over the entire planet!
PRETTY COOL HUH?
Anyway, yours truly is the only one who can see 'em!
I've gotta spray-paint things, get radical on my skateboard, use my trusty slingshot, and in general behave like a nuisance, man.
Plus, with evil dudes like Nelson the bully and Sideshow Bob getting in my way, it's a good thing I've got the rest of the Simpsons to help me out!
So if you're a decent person a patriot, and somebody who cares about this sorry planet, you'll do the right thing.
BUy THiS GaME!
Thanks man.
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OF A WINNER

THE GODFATHER™ – ACTION GAME

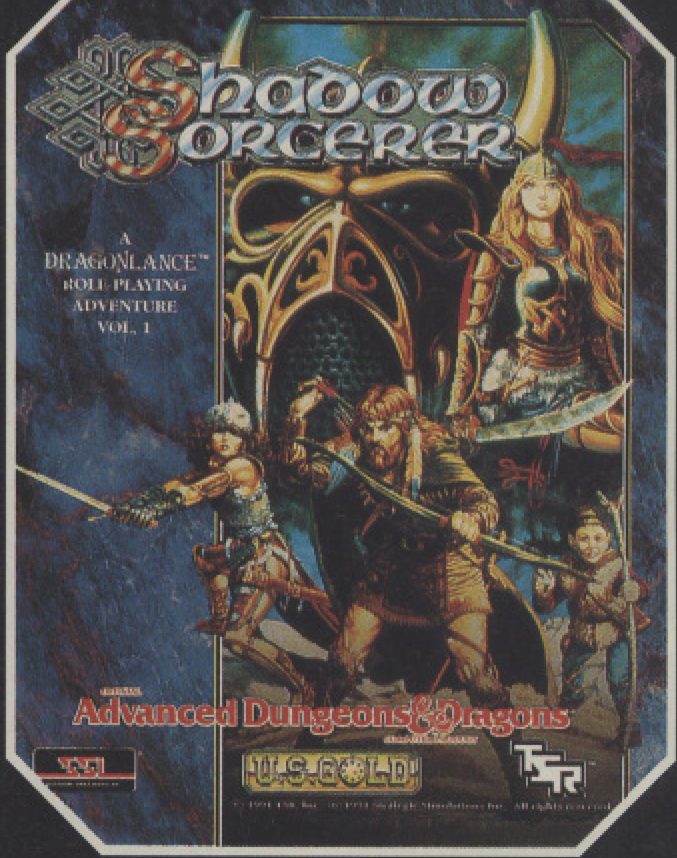




AMIGA



SHADOW SORCERER



ATARI ST



THE GODFATHER™ - THE ACTION GAME

Domination, wealth, power and justice are all part of the game plan. Flex your muscles in the rough and tough world of The Godfather, crushing other Don's scheming plans to take a piece of your action! Nerves of steel and a cool head are needed to keep the bad guys at bay.

- *Digitised sound effects.*
- *Full colour allowing stunning detail and realism.*
- *Unique graphic interaction sequences.*
- *Superb action mixed with quick decision making.*
- *Collect hidden bonuses to advance through the game.*

AVAILABLE ON ATARI ST, AMIGA & PC (VGA 256 Colour Only).

SHADOW SORCERER

This new concept in role-playing adventures means that in minutes you will find yourself in the thick of the action, facing many enemies not the least of which is the SHADOW SORCERER himself.

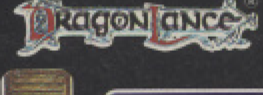
- *100% "Point 'n' click" icon control.*
- *3D isometric play area giving you more control in the playing environment.*
- *Control up to 4 characters in a life or death struggle against evil.*
- *Hexagonal grid, wilderness map for outdoor confrontations.*
- *3D "animated miniatures" represent your cast of characters in real-time combat action.*

AVAILABLE ON: ATARI ST, AMIGA (1 MEG) & PC (EGA, CGA, VGA, TGA), PC SUPPORTS ROLAND™, ADLIB™ AND PC SPEAKER.

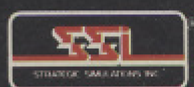
Screen shots are only intended to be illustrative of the gameplay and not the screen graphics which may vary considerably between different formats in quality and appearance and are subject to the computers specification.











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Twilight Software – Mark Mason is on the left.

MARK MASON

Programmer for Twilight

TWILIGHT MAY NOT BE a familiar name to you at the moment, but it's one that you're going to start hearing a lot more of in the near future, as its first four major releases start seeing the light of day. Like several of the top development teams today, Twilight was formed by a group of programmers who had become disillusioned while working directly for a publisher. In this case the publisher was Enigma Variations and a mini-revolution saw Mark Mason, Steve Tattersall, Andrew Swans and several others splitting to set up as an independent development team.

Since none of the team had any sophisticated development equipment, or any money to buy it with, the operation was initially run on a very small scale from one of their homes. Their first games were budget products which they're not particularly bothered about anyone remembering. However insignificant those first games were though, they provided the funds for the necessary equipment to begin approaching major publishers.

One of the major players in Twilight is programmer Mark Mason. He's a relatively late starter as far as programming is concerned, having got his first computer in 1983. His early experiences with that machine made up his mind for him – he wanted to be a games programmer.

His first break was with the Northern development team Imagitec who offered him some freelance work as an Amiga programmer and from there he went on to join the fledgling publisher Enigma Variations. Meanwhile, there was time for other freelance projects, including *Netherworld* and *The President Is Missing*.

Once Twilight was properly up and running it wasn't long before the work started to flood in. First off the mark was US Gold who offered them the conversion of *MegaTwins*, which they began in January. Since then Twilight has come up with an original game, *VideoKid*, which is to be published by Gremlin, worked on *Bonanza Brothers* (another US Gold game) and completed *WWF Wrestlemania* for Ocean.

When pressed about Twilight's development philosophy Mason is characteristically reserved: "We just try to get good, smooth, playable games. We produce the sort of games that we like to play. Between us we have a lot of experience." Their ultimate aim is to build themselves a reputation like that of The Bitmap Brothers or Bullfrog. "We want people to see our name and know that the game is good."

Mason says he will be happy as long as the projects Twilight is tackling keep changing. He'd like to do more arcade conversions and some original work as well. Variety, as they say, is the spice of games development. Particular projects that he has in line are some sort of isometric game and a car game. "The semi-3D stuff will be a nice change, it's something I've never tackled before," he declares. He also wants to start developing games for the Sega MegaDrive. "Because we're good at arcade games we'll gradually move over to the console side," he says.

When he gets some spare time, Mark likes to play platform games, *Sonic The Hedgehog* being one of his favourites. His major passion is car games, and *Stunt Car Racer* is never far away from his machine, while *Rad Mobile* gets a look in when he finds time to pop into an arcade. On the whole though, Mark and the rest of the team will be striving to make sure that Twilight is a major force in the world of computer games.

Laurence Scotford

SOFTOGRAPHY
- ***Megatwins***
- ***Wrestlemania***
- ***Bonanza Brothers***

IN PROGRESS
- ***VideoKid***

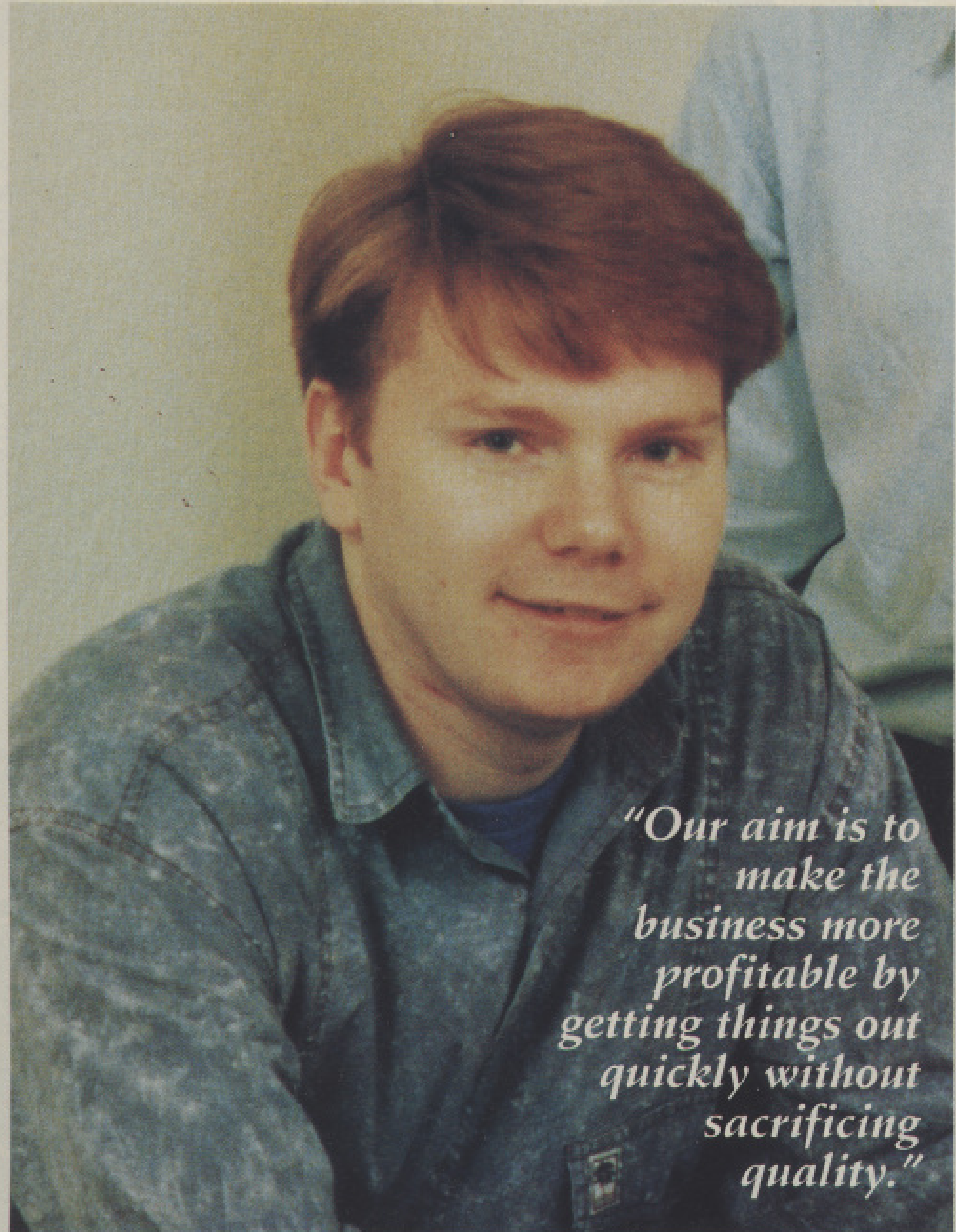


●*WWF Wrestlemania* is reviewed later in this issue.



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"Our aim is to make the business more profitable by getting things out quickly without sacrificing quality."

DAVE JONES

Programmer/Designer for DMA Design

DAVE JONES GOT HIS FIRST TASTE OF COMPUTERS when he worked for Timex between 1983 and 1984. At the time the Timex factory was busy churning out ZX Spectrums, but Jones' first machine was an Amiga, which he bought while reading a computer science degree. 18 months later he'd finished his first product, the shoot 'em up *Menace*. It had taken him a year to program in his spare time.

It was at the regular September consumer event in 1988 (then known as the PCW show) that Jones managed to sell Menace to a publisher on the basis of a demo. At that time the Amiga was only just beginning to take off and the only company really committed to 16-bit software was Psygnosis, who made what could be described as its best catch and DMA design was born.



Initially, the company consisted of just two people, Dave Jones and Tony Smith, who worked freelance on the graphics for Menace. Today, DMA Design employs 15 people full-time. "We tend to treat it more as a commercial business now," Jones states matter-of-factly. "We're very careful about how projects are controlled and whether they're good enough to market or not. Our aim is to make the business more profitable by getting things out quickly without sacrificing quality."

DMA is still very happy with its relationship with Merseyside-based Psygnosis. "Technology-wise they're the best," Jones declares, "and they're going in directions we want to go. They treat us very well so we won't be going to another publisher."

Jones is vaguely worried that *Lemmings* will always be held up as the gauge of that quality: "We've got an RPG game coming which should do quite well, but also an arcade game." Jones is hoping that the latter will be judged on its own merits and not in the light of Lemmings.

SOFTOGRAPHY
- ***Menace*** (PC, Amiga, ST)
- ***Blood Money*** (PC, Amiga, ST)
- ***Shadow Of The Beast*** (C64, PC Engine, CD ROM)
- ***Ballistix*** (PC Engine)
- ***Lemmings***

Although these other projects are important to DMA design, it isn't planning to disappoint Lemmings fans, and has produced a Lemmings data disk, this time catering for a wider cross-section of players. The first 20 levels have been specifically designed for kids, while there are some chronically difficult levels to end with. It includes new graphics and music too, and a 'special level'. Real addicts will no doubt be clamouring for news of *Lemmings II*: "We've got some great ideas for it – there's a hell of a lot in it," Jones enthuses. "We're trying for the playability and appeal of *Super Mario Worlds*."

Speaking of Mario, DMA, like so many other successful developers, is making a strong attack on the console market. It's just finished two PC Engine games, *Ballistix* and *Shadow Of The Beast*, and is working on MegaDrive and Lynx titles. This may be an impressive line-up, but it hasn't dulled DMA's zest for computer development. "I think the Amiga is still a strong market and the PC is strong," says Jones. "We still tend to develop first on the Amiga."

Strangely, the one project that Jones has been hankering to do isn't a game, but a games development system. DMA already has a pseudo development system, but it's not ideal, and given time Jones is convinced he could come up with something that would knock spots off the likes of SNASM and PDS and give DMA Design an edge over the opposition.

Laurence Scotford

● *Oh No More Lemmings! is reviewed later in this issue.*



Another year, another dollar (that's not quite right, is it?). Anyhow, make it a New Year's resolution to blow the dust off your pen/typewriter/word processor/chisel and start scribbling to us here at The One for Amiga Games. There must be something you want to say – and this is the place to say it. It doesn't matter if your contribution is long or short, happy or sad (as this month's prize letter proves), if it tickles our fancy hard enough, then it might just win you a spanking new T-shirt (which you can keep in its plastic until the Summer comes)...

PRIZE LETTER

SEEING IS BELIEVING?

Dear The One,
I have owned my Amiga for well over three years, and as you can imagine, it's becoming a little grumpy in its old age. After the umpteenth crash (and when I realised that I was seeing more of my repairman than I was of my best friend), I decided that it was time for a new model and headed for Dixons to buy an A500P.

But (would you believe it?) the salesman tried to interest me in a CDTV (he thought that because it now has the word 'Amiga' attached to its name that I'd be really interested). I have to admit that I was a little tempted, so I decided to have a game of *Lemmings* to see how it compared.

Guess what? It was crap! The graphics were exactly the same as I was used to, but trying to move the cursor with that stupid remote control was a nightmare.

I don't know how Commodore thinks it's going to get away with selling this one.

Francis Harper,
Stevenage,
Herts

Say no more! Let's hope you like the T-shirt we're sending you...

LOVING THE LOST BOYS

Dear The One,
This is a letter telling you that you've printed a big mistake. On page 94 of your November issue there was a review of the latest demo by The Lost Boys. The little genius who reviewed this demo goes on and on about their 'wacky Swedish humour' in complete ignorance of the fact that The Lost Boys is an English group (although with roots in Germany) and not at all Swedish (the Swedish group is called The Care Bears, tell that to the guy).

Anyway, in this new demo The Lost Boys have a screen where they cut up a Care Bear with a chainsaw, and if you don't send me a copy of *Grand Prix* by the excellent Geoff Crammond I'll tell The Lost Boys about your mistake and then I think their next demo will contain a screen with a copy of *The One* being mutilated with a flamethrower, accompanying scroll texts telling everyone not to buy it.

Lasse Eldrup,
Denmark

It would obviously have been better if we'd passed this letter onto Sergeant Software, but we know how he reacts to threats, so we thought it would be better to keep him in the dark. Anyhow, apologies to The Lost Boys, and we promise not to make the same mistake again.

MANY QUESTIONS

Dear Sir,
We're a couple of guys way up here in Denmark, and we were wondering about *Wing Commander* – could you please tell us when it's going to be released? Also, we would like to know when *Red Baron* and *Birds Of Prey* are going to be released, and a last minute questionnaire: are we ever going to see *Splatter House* converted to the Amiga? Also, in the arcades I saw a game called *Indy Heat*, and I was wondering if it's going to be converted to the Amiga?

Allan Jorgensen,
Denmark

Okay then, one at a time: Mindscape still hasn't confirmed when Wing Commander will finally make it onto the Amiga; Red Baron is 'imminent' (watch out for a review next issue); Birds Of Prey is already available (we reviewed it last month); Splatter House is console only (and will probably stay that way) and Indy Heat has been signed up by Storm and should appear somewhere around the end of February.

PAR FOR THE COURSE

Dear The One,
I'm nuts about golf games and must have bought just about every game of this type that there is for the Amiga: *World Tour Golf*, *Greg Norman's Ultimate Golf* and *Jack Nicklaus' Ultimate Golf* to name but three.

To get to the point, I'm writing to you because I found all the golf games to be boring... that is until I bought *PGA Tour Golf*. This game is brilliant – not only because the playability is so good, but also because you actually get the feeling of playing in a real tournament and beating the likes of Fred Couples and Paul Azinger.

I now play PGA Tour Golf nearly every day and must echo the opinion of one of your readers who wrote a letter (published in your November issue) to complain about the durability due to the fact that there are only four courses. I too, find this a shame and wondered if there would be any course disks available.

I was a little surprised when you stated that Electronic Arts hadn't any plans for PGA Tour Golf data disks, especially as I noticed Special Reserve advertising a course disk. I called Electronic Arts and was told that a course disk would be available for the PC in November and for the Amiga in the New Year. As you can imagine, I am now eagerly awaiting news on this subject.

I would therefore be interested to know where you got your information , as it appears to be incorrect.

Gary Harvey,
Stoke-on-Trent,
Staffs

We got our information from exactly the same source as you did Gary – Electronic Arts has obviously changed its mind since we made that call though. Anyhow, you should be happy enough, now that you're getting a chance to enjoy your favourite golf game even more. For the record, the data disk will be out at either the end of this month of early in February. It will cost £9.99 and will include the next three stops on the PGA circuit: TPC at Eagle Trace, TPC at Scottsdale and TPC at Southwind. How's that for service?

IS GOOCH OUT YET?

Dear The One,
As a new Amiga owner I started reading your magazine with great interest. I note that in Issue 35 (August), you said that *Graham Gooch World Class Cricket* should have been in the shops during August, but as yet I have been unable to find any stockist who has it. Is it out yet?

In the same issue, you also covered *Cruise For A Corpse*, which I have also yet to locate anywhere. Can you tell me if this is out yet, or if there is any address from where I can order it direct? I have enclosed an S.A.E. for your reply, keep up the good work with the reviews.

Gary Mehrters,
Crawley,
West Sussex

Last point first. Please don't send us S.A.E.s, as we can't reply individually to your queries. As for the games you asked about. Audiogenic has experienced some (ahem!) 'technical delays' with Graham Gooch, but it should make it out in time for the World Cup, while Cruise For A Corpse is definitely available (call US Gold on 021 625 3366 for details if you're stuck).



A REAL CHALLENGE

Dear The One,
I have recently got two games from the Bitmap Brothers – *Xenon 2* and *Gods*.

These games have excellent sound, graphics and playability, but they don't have much lastability: I completed Gods in a week and Xenon 2 in three. These games deserve to be harder like *Lemmings* or *Kick Off 2* – the type of game it takes months to master.

I would also like to say that end sequences to certain games are crap: sometimes after slaving over a game for months all you get is a message saying 'Well Done' (as in *RoboCop*). Games such as Xenon 2, Lemmings, Gods and *Flood* have good end sequences and make you feel as if you've accomplished something.

Jon Treby,
Pulloxhill,
Bedford

BROTHERLY BLUES

Dear The One,
Just yesterday, my brother and I finished dancing our way through the excellent *Blues Brothers*.

However, I fear that we are not the first to complete this (excellent, but slightly easy) game, and when we laid down our smouldering joysticks to watch what we thought would be an excellent congratulatory screen, we were shocked to find that the game loaded itself back to level one, without a 'Well Done' appearing on the screen.

Do software companies hate people who complete their games so much that they can't force themselves to congratulate them?

Douglas and Gordon Dick,
Lenzie,
Glasgow

How long is it going to be before they start to wake up to the fact that you want good endings? Come on publishers, start listening to your customers.

THE HARDY BOY'S FAN CLUB

Dear Sir,
I'm writing in from Holland (never mind the bad English).

I've been buying your mag since January of this year and I think this one (*The One*) is the most fun to read, but there's only one thing that really irritates me. It's that slime from Sheffield named Stuart N. Hardy! Is this guy for real?

He must be a record holder at writing letters (and at irritating me and others). Now I'm almost afraid to open the new issue which I've just bought. Please... no more Stuart N. Hardy!

By the way, will there be a sequel to *Lemmings*?

Marco Slingerland,
Gouda,
Holland

Slime? Strong words Marco, but you've obviously suffered extreme provocation. How do other readers feel about our mate Stu – should we continue his exile from these pages or should we welcome him back with open arms? The choice is yours! As for the Lemmings query: the data disk is reviewed in this issue, while the sequel will follow later in the year.

MINIMUM EFFORT

Dear The One,
Having recently purchased *Lotus 2*, I was a bit disappointed to find that after spending £25.99, I only received the game and instructions. I would have thought that for all that money Gremlin could have included at least a poster or a demo of new releases!

Unfortunately for the consumer, we only receive the minimum (which is the game). Fortunately the game is very good, but maybe they could put a bit more effort into pleasing the customer.

Adam Whisker,
Bishop's Storford,
Herts

What would other readers like to see? This could make a good topic for our Speaker's Corner section, so if you do have something to say on the subject, mark your letter 'empty boxes' and we'll take it from there.

BEAUTIFUL CORPSE

Dear The One,
I am a great fan of the Bitmap Brothers, and have every single one of the games they have released. I recently loaded up *Cadaver – The Pay Off* (a game which I hadn't planned to play until I completed *Cadaver*, but I was so frustrated at my progress in the original that I thought I'd give it a go). This game is brilliant – even better than the first one (and that's saying something).

Anyway, enough babbling on. I would like to suggest an idea: why don't the Bitmap Brothers make *Cadaver* a multi-player game with a data link? You could have the choice of just playing a one player game, or involving two, three or four people. You could then use real teamwork with player stats – for example, when searching rooms and corridors you could have one hard nut stay and guard the corridor while the others all piled in and searched the room.

Paul Beevis,
Thorpe End,
Norwich

PROBLEM SOLUTIONS

Dear The One,
Overall, your magazine is pretty good, but there's just one thing wrong with it. When you print solutions to adventure games such as *The Secret Of Monkey Island*, you always split them into parts, which makes people buy your magazine every month just for the hints (it's a good way of making a profit, but not very good if you live in a place like Singapore, where you pay a hefty S$15.00 – about £5).

Most computer magazines put their solutions all in one issue, which makes things a whole lot easier.

Upwan (RAT) Ratti,
Singapore

Brian Nesbitt says: "The reason we split our solutions over a several months is so that we can present them in the best possible way. Other mags may give you the whole thing in one go, but nobody makes them look as good, nor covers as many games in one month as we do."

AUSSIE RULES

Dear The One,
I'm just over from Australia (yes, another one), and would like to declare myself as that country's unofficial champion of *Speedball* and *T.V. Sports Football*. I have played both every day for the last three years, and, without wanting to sound arrogant, I believe that I am unbeatable in both arenas.

Are there any readers out there who would be prepared to contact me regarding a challenge on either of these games? My computer is at home, but I have a joystick and will travel (within reason). I don't want to hear from any time wasters though – you must be exceptional. There can be only *one*!

While I'm at it, I'm also desperate to obtain the 14th issue of *The One* (November 1989) which I unfortunately missed. Can anybody out there help me?

Derek Green,
C/O Amex Client Mail,
6 Haymarket,
London SW1Y 4BS

The Gauntlet's down... is there anyone out there to pick it up? If anyone does meet this challenge, let us know and we'll publish the result.

DISAPPEARING DISK

Dear The One,
After an incident in W.H.Smith, I thought I had better write to you about cover disks.

When I bought the October issue, I was left with no cover disk, so I went to the counter and asked where it was (on the front of your magazine it says "No disk? Consult your newsagent"), but they said they did not have any because people kept coming in and taking the disk but not purchasing the magazine.

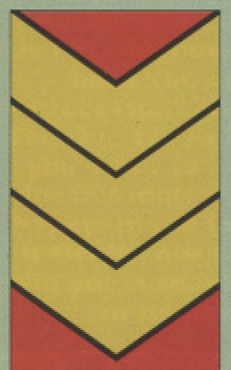
Please could you try and do something about this terible situation?

Tim Carpenter,
Gotherington,
Cheltenham

Sorry Tim, but once the magazine's on the shelf then it's up to the newsagent to look after it. Your best bet is to only buy the magazine where you can see the disk is firmly attached to the cover.







SERGEANT SOFTWARE

The man with the stripes of gold and a heart of solid lead completely ignores the seasonal spirit in this unusually large New Year's offering. Why do you still write to him?

GAME KILLER

Dear Sarge,
Help please! We cannot console our nine-year-old son who, being very worried about contracting a virus, checked all his game disks. Finding 'ghost' viruses he killed them all.

Now none of his games will work and he is devastated, having killed his beloved *Chuck Rock*, *Lemmings* and the rest, he now has a computer with no software.

P.R. Hutchins,
Bedford

Close, but no banana. I was just about to get young Watsham to pack up your software when I noticed that you used the word 'console' in your letter. I hate that git who lives in a van and is always being attacked by the little Ninja – and what about the fat plumber with the moustache who 'reads the news'? Yeeukkk!

SWINGING SWOT

Dear Sarge,
My life is a wreck: a year ago I received my mega cool computer for my birthday. I was really chuffed, but then I found out that I only got educational programs with it.

At first I thought this would be okay, as long as I could get a paper round, so I tried writing a really nice letter to my local newspaper in the hope of getting a job, but after a complete year I'm still waiting for a reply.

I keep applying for jobs, but I'm having no luck. I'm even hanging around with all the swots in my school which is turning me into a dribbling mass of cod liver oil. The only trendy things I do now are wear my bell-bottomed trousers and read this wicked mag. I am sure that if you were to send me some gory games I would go back to my old self.

Chris Martin,
Banbury,
Oxon

Listen buddy, if you want a paper round, you go to your local newsagent, not the newspaper. Some people, eh? Remember, the Sarge only helps those who help themselves (but you'd better not help yourself to any of my gear).

NAILED TO THE CROSS

Dear Sarge,
I used to like playing football in my spare time. However, I suffer from ingrowing toenails, which stops me from being able to play. I had the nails removed from both of my big toes last October, but one of them has since gone bad again. Could you please send me a football game?

Stephen Wild,
Portland,
Dorset

Oh cruel fate. Imagine not being able to play football any more? When I was a mere private, I used to play centre forward for the battalion, a regular Lineker I was (except that I wouldn't have ponced off to Japan at the first whiff of a billion yen). Anyhow, because your plight has touched me so deeply, I'm sending you the new Empire Soccer Stars compilation, which has four football games to take the weight off your feet.

GREEDY B*****D

Dear Sarge,
My fiancé recently bought a secondhand computer, which came with quite a lot of copied games. He refused point blank to use pirate software and formatted every disk straight away. I would like to nominate him for your free software award, as he now only has two original games.

S. Roach,
Abergavenny,
Gwent

Two? Pure luxury! When I were a lad I had only one game (and I even had to share that with all of the other kids on the road). Your boyfriend should consider himself lucky instead of spending his life complaining.

GAME-O-THERAPY

Dear Sarge,
I have a 13 year-old son who is afflicted with cancer. Due to this disease he is confined to a wheelchair and is no longer able to play with his friends.

Seeing his predicament, I saved up extremely hard and surprised him on his birthday with an Amiga Screen Gems pack. The look of joy on his face was something that every parent would give anything for. However, the few games included are no longer sufficient and he is now becoming bored, and, due to the high price of software, I find it hard to buy any more.

Recently he has shown me reviews of *Shadow Dancer*, *Mercs*, *R-Type 2*, *Rod Land*, *Final Fight*, *Myth*, *HeroQuest* and something called *Snow Brothers*. He has also been dropping various hints, but I'm afraid that unless you can help out I will have to disappoint him.

He has to go to the Royal Alexandria Children's Hospital regularly for blood checks and the like, so if you do decide to help us, instead of sending software maybe you could send a handheld, like a Game Boy or a Game Gear, as I cannot be with him in hospital all of the time and would like to see that he is occupied. I know you probably get inundated with thousands of letters like mine, but we would both be very grateful if you could help us.

By the way, he really enjoyed the Rod Land demo.

M. Wynne,
Woodingdean,
Brighton

Oh alright then, you can have the software, but you haven't a hope of getting your hands on a handheld – they're going like hotcakes off my stall in East Street market at the moment. I can't get enough of them.

Why not send your spleen to us here at The One, EMAP Images, 30-32 Farringdon Lane, London EC1R 3AU (Sergeant Software letters should be clearly marked as such). The Letter Of The Month will now earn its author a T-shirt and a game of his or her choice, so don't forget to let us know which one you want. All correspondence should be confined to one side of the paper and, where possible, to a single sheet. The editor reserves the right to edit any letters as he sees fit. Please do not include an S.A.E. as, due to the volume of mail received, we are unable to make individual replies.

MOONSTONE

A HARD DAYS KNIGHT

SO MUCH FUN –YOU'LL DIE!

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

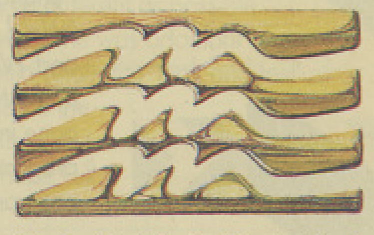
Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!



Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.



MINDSCAPE

For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

Strange as it may seem, there's a company out there which is quite happy to be working on one of the worst games ever made. Ciarán Brennan travelled to Dublin to check out the latest developments...

PLAN 9 FROM OUTER SPACE

IN A QUIET SUBURB of Dublin, known historically for its canalside poets and, more recently for its banks and solicitors' offices, stands a small innocent looking building. This is home to Gremlin Graphics (Irl) ltd., a division of the famous British publisher, which sprang up just about a year ago from the ashes of another famous name, Cinemaware.

At the time when the interactive movie specialist could do no wrong, it decided to set up a separate development company in Ireland, to take advantage of that country's incentives for foreign businesses and the high level of computer literacy among its college graduates. However, as we all know, Cinemaware came to a sticky end – and with it (almost), its embryonic Irish development team.

Managing director Ian Hadley takes up the tale: "We'd done a little work on *TV Sports Basketball* and *TV Sports Baseball* for the NEC Turbo Grafx and IBM-compatibles, but most of our work had gone into developing a set of sophisticated programming tools for Cinemaware's US programmers to use in development of their games.



SCENE ONE, where you visit the 'movie producer' (who looks remarkably like the film's 'star' Tor Johnson) to be briefed about your mission. The poster behind the cigar-munching impresario is a 'tribute' to Plan 9 director Edward D. Wood Jnr.'s first movie, Glen Or Glenda, a tale of teenage transvestitism. This theme has also led to one of the game's more controversial sequences. "There's a debate about whether to leave in the scene which includes a conversation with a transvestite," explains Ian Hadley, "but we'll see how it plays, my preference is to leave it in, because this is not a product for children. It might offend some loony right wing fringe groups, but they're there to be offended, so it makes little difference."

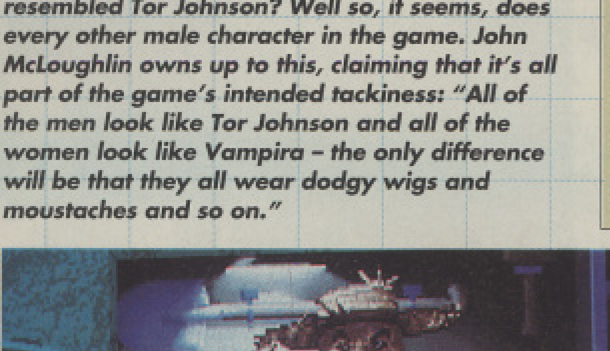
PROJECT: Plan 9 From Outer Space

PUBLISHER: Gremlin

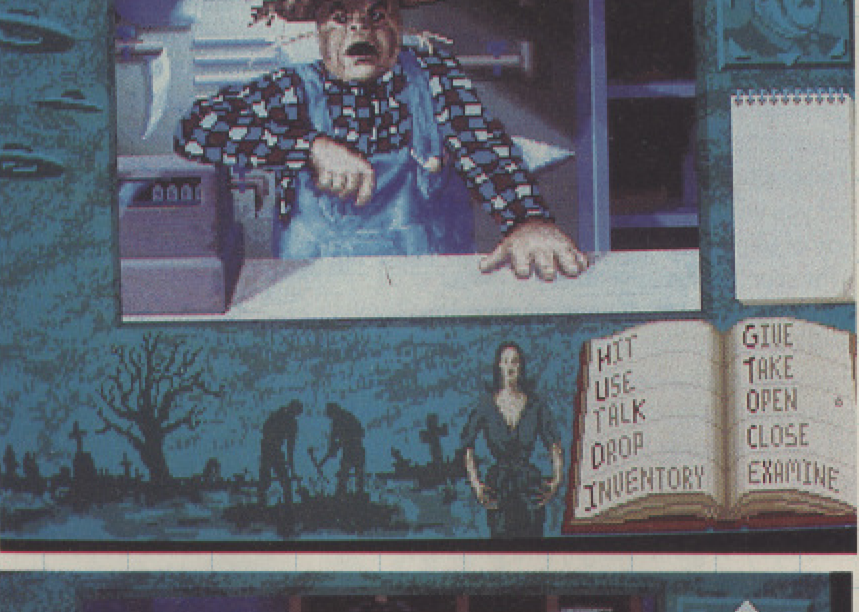
AUTHOR: John McLoughlin (Programming Supervisor)
Thomas Rolfs (Programming)
Phil Plunkett (Graphics)
Ian Hadley (Producer)

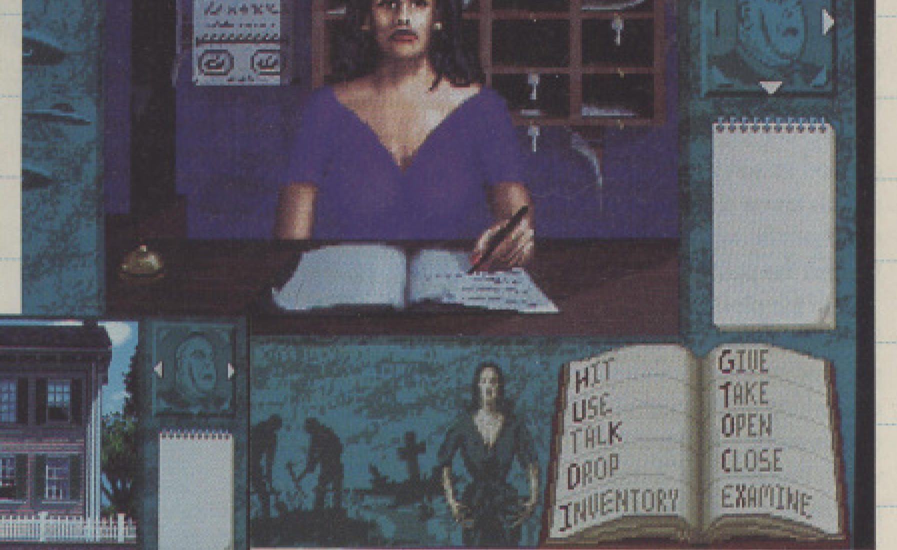
INITIATED: April 1991

RELEASE: April 1992



***DID WE MENTION** that the first character resembled Tor Johnson? Well so, it seems, does every other male character in the game. John McLoughlin owns up to this, claiming that it's all part of the game's intended tackiness: "All of the men look like Tor Johnson and all of the women look like Vampira – the only difference will be that they all wear dodgy wigs and moustaches and so on."*





***ALL MOVEMENT AND ACTION** will be mouse controlled: the 'head' at the top right of the screen indicates which directions are currently available, while the notepad below is used to record clues. Finally, any further actions required are accessed from the pages of the open book at the bottom of the screen.*

***IT WOULDN'T BE** Plan 9 From Outer Space if there wasn't a graveyard, so here it is (complete with seemingly random time and weather conditions). This is where James Dean was to make his cameo, but who is this J. Harris?*

Most of the programmers in the US were really just hackers, while here we had a staff of computer science graduates."

Hadley (who hails originally from Scotland, but became involved with Cinemaware when working for Mindscape in the US) refused to simply lay down and die, and instead set the firm up as Pixel Productions and began to tour the major UK and US developers looking for development work. A number of companies showed an interest, but none more so than Sheffield-based Gremlin, which stepped in in March of 1991 and made the company a subsidiary of its growing operation.

The reasons for Gremlin's interest were simple – they were the same simple reasons which had attracted Cinemaware and Martech before it (the late, lamented Martech set up its own Irish division, Emerald Software in 1987) and which also brought two major cinematic animation companies, Sullivan Bluth and Murukami Wolff, to Ireland in the 1980s – good working conditions and a well educated workforce.

With all of this corporate business finally sorted out, the team was free to get stuck into what it does best – game development. And, as luck would have it, the first project which Gremlin pushed in its direction was the interpretation of that most infamous of awful B-movies, *Plan 9 From Outer Space* (for more information on the movie, check out our feature in Issue 34).

After numerous meetings between the powers that be in Sheffield and Dublin, it was decided that the licence would best be served by an adventure game. "It seems to lend itself well to the genre," says Hadley. "It needed a storyline, but we decided early on that it shouldn't be the movie's." [probably because the screenplay could be told in about 10 minutes] "Also," continues programming supervisor John McLoughlin, "we figured that there are about 50 million and one platform games out there so this would be a bit of a different angle."

Another factor in this decision was that the team was already familiar with the style of game: "We go right back to the Infocom games," claims Hadley. "But this one is very different: it's all done with graphics, there's no parser as such and it's all done from first-person perspective, rather than controlling the character. We've also looked at a lot of the more recent animated adventures, including the *Kings Quest* series (which I played all the way through) and they're all great games, but we've tried to make ours as different as possible."

One thing that everyone was adamant about was that the game should retain the 'look and feel' of a B-grade movie. Hence the team's stringent attention to detail which they hope will

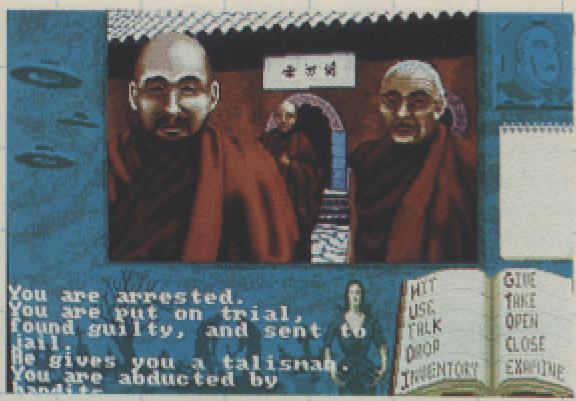
PROJECT: Plan 9 From Outer Space

PUBLISHER: Gremlin

AUTHOR: John McLoughlin (Programming Supervisor)
Thomas Rolfs (Programming)
Phil Plunkett (Graphics)
Ian Hadley (Producer)

INITIATED: April 1991

RELEASE: April 1992



A RATHER TENUOUSLY linked encounter with some Oriental monks can either lead to further glory... or a lifetime of slavery. The choice is yours!



SHADES OF Leisure Suit Larry perhaps? The beach scene is yet another double-edged sword: complete it properly and you're on your way, fail and it's goodnight Havana.



COLLECT ALL of the missing reels and you're 'treated' to an extended digitised scene from the film. It's better than watching the full hour and a half, isn't it?

ensure that things go as wrong as possible. The graveyard scene is a good example: in the first screen the sky is dark, in the next one it's twilight... and so on."You could just play this game to spot the continuity errors if you liked," boasts Hadley. "It's taken a lot of time and effort to get things as wrong as possible."

In terms of pure depth, the game was originally intended to include 75 screens, but as work has progressed that number has grown: "As we have new ideas and the story develops, we try to put everything in," explains McLoughlin. To make sure that these screens would interact correctly, the whole game has been worked out and mapped on paper so that it will flow logically from location to location.

The idea of the game is to find six missing reels of film and splice them together into a two and a half minute digitised sequence, which you're 'invited' to return to the producer. As McLoughlin points out: "The producer tells you not to look at the reels once you've found them, but what investigator worth his salt could resist a little peek – especially as you come across a film editing machine in one of the locations?" Also, should you play the game properly, it's just possible that you will find yourself presented with another way of using the reels of film.

The search eventually takes the player to all manner of exotic locations, including The Great Wall Of China! This, along with the appearance of characters as diverse as country bumpkins and aggressive Ninjas shows that the team has made full use of its poetic licence in bringing this game to screen.

"The stupider the better" is McLoughlin's philosophy of game design, and an almost complete lack of interference from the licence holder has only added to this air of abandon.

As Hadley explains: "The only thing which they requested we change was a reference to James Dean [whose name and dates of birth and death had appeared on a headstone in the graveyard scene]. We introduced Mr. Dean because of his alleged liaison with Vampira, but as the licence to use his name is one of the most jealously guarded that there is, we decided that it would be better not to push the point."

With the plot taking so many illogical twists and turns, I wondered if Gremlin would recommend that prospective players should watch the movie before embarking on the game? McLoughlin is quite coy on this point: "I'd never recommend that anybody watch that film! But if you were one of the few people who'd made it through, then it might give you a few clues as to how to react in certain situations."

One thing which has definitely made it into the game is the movie's 50's style which is apparent in the aircraft, cars, characters' clothes and so on. Even this didn't prove to be a problem to the team, as Hadley explains: "We just got our hands on a number of pictorial books from that era and copied the images meticulously."



THE GREMLIN (IRL) TEAM, with Ian Hadley seated at the front and John McLoughlin fourth from the left at the back.

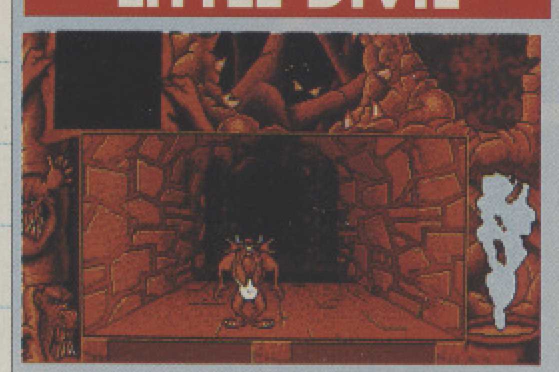
All of the programming work is being carried out on a standard PC with a development system that was put together by the team, and McLoughlin points out that this will certainly be a useful tool in the team's future productions: "We do anticipate doing more games of this nature, so as Plan 9 develops we're not only trying to finish the game, but we're also trying to build the system for the future too."

Eventually, this system will be versatile enough to be used on any game which the team may turn its hands to, and as a good example of this, the animation system is currently being used in *Little Divil* (see below).

As work is nearing completion, plans are currently being made concerning the best way to package the game. "The latest news that I've got is that it's going to be packaged with a video of edited highlights of the film," says Hadley, "Or should that be lowlights?"

And how does the parent company in England view the first output from its foreign foster child? McLoughlin is more than content to reply to this question: "A representative from Gremlin's Sheffield office pops over to Dublin once a month or so to check out the game's progress, but as they haven't made many changes or suggestions so far, they're obviously quite happy with the progress."

LITTLE DIVIL



RUNNING SIMULTANEOUSLY with *Plan 9 From Outer Space* is a quite different project, Gremlin's long-awaited animated arcade adventure, *Little Divil*. This game has had almost as up and down a career as the team which is developing it, having begun life as a scrolling demo put together by Waterford-based Emerald Software, before being taken 'in house' by Gremlin in Sheffield for at least two false starts. Now, however, the game is in the capable hands of art and animation supervisor Nicola Sedgwick (an ex-Sullivan Bluth cinema animator), programmers Jason Dowling and Denis Gleason and animators Judith Henihan and Ian Milburn (both ex-Murukami Wolff). Based on the exploits of a cute (but dangerous) demon, Little Divil should be finished in time for a release later this year.



TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!
SPACE CRUSADE
FAILURE BRINGS NOTHING. SUCCESS WILL BRING IMPERIAL HONOURS...
Enlist with the Space Marines and enter the fiercest conflict mankind has ever faced! Forgotten starships infested with a multitude of evil creatures from the Realms of Chaos drift from the Warp...
...Aboard these silent alien hulks, the space Marines battle to save humanity. Only the bravest return from fighting the hordes of Chaos and the mighty war machine Dreadnought. Will you be one of them?
Available on: Atari ST/STE, IBM PC, Amiga Spectrum, CBM 64/128 and Amstrad Cassette & Disk.
Screen shots from Amiga format
GREMLIN
Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space Crusade" was developed in association with Games Workshop Ltd.

GRAPHICS

The original sprite graphics were developed on the ST using Art Studio, but the current work is all being done on the PC using Deluxe Paint III. Steve Perry has been very impressed with graphic artist Anthony Rosbottom's work so far, the results of which you can see for yourself in the screenshots. These will be 16-colour and will scroll in eight directions.

SOUND

Because the target machine is a 520 ST, the development team are running short of memory: this means that the sound effects will probably include the basics such as gunshots, grenade explosions and a few (as yet unspecified) other effects. However, there will be a lengthy music track to accompany the introductory animation screens.

SPECIAL

PROJECT: Special Forces

PUBLISHER: MicroProse

AUTHOR: Sleepless Knights: Mark Fisher (Coding) Keith Jackson (Coding) Anthony Rosbottom (Graphics) Project Manager: James Hawkins

INITIATED: January 1991

RELEASE: February 1992

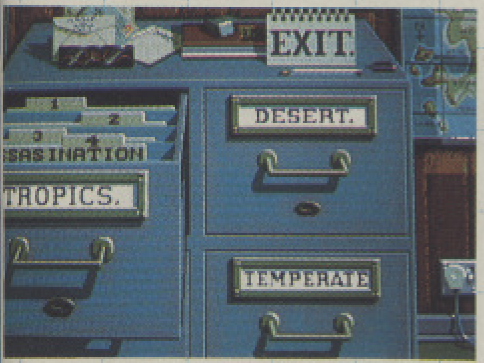
SPECIAL FORCES will feature its own introductory animation sequence, running something like this... A newspaper headline announces trouble which requires military intervention. You see your helicopter fly off to the jungle and drop off a crack squad of elite troops. Finally, your men slip quietly into the jungle and the chopper takes off again – all accompanied by a thumping music track.



YOU'LL NEED TO SUPPLY a blank, formatted disk to store your roster. You can create as many disks as you like and each one will save the records of up to eight different commanders, which you can delete and create as you require. Commanders have the power to bestow medals and promotion on their troops – but only if the computer decides that their efforts on the battlefield deserve it.



ONCE YOU'VE CREATED a new commander, you come to the HQ screen. You can decide on your mission, select a squad, kit them out with weapons and set the difficulty level. There are four degrees of difficulty, from Conscript through Regular and Veteran to Elite.



THE MISSION SELECTION screens give you the choice of operating in one of four areas: arctic, desert, tropical and temperate. Briefings include an overview, specifics, a reconnaissance map and an option to link all the missions together.

THE BACKGROUND to *Special Forces* is the usual torrent of terrorist incidents, deluge of drug deals and masses of military junta takeovers. The stability of the world must be maintained at all costs, so you've been selected to command an elite government-chosen SAS-style squad of eight men, the Special Forces. It's their job to launch military strikes against enemies when duty calls.

The guys responsible are Mark Fisher and Keith Jackson (coding) and Anthony Rosbottom ('Blizzard'), aka Sleepless Knights. They have plenty of experience in this kind of game: many moons ago, MicroProse was due to produce a similar ground-based combat simulation called *Rat Pack*, but somehow it never made it into manhood. This trio of programmers were brought in at the last minute to try and finish it off, but not even they could manage it. Their career since has, however, been less abortive – amongst others, they have worked on *The Viking Child* for Electronic Zoo and *Airborne Ranger* for MicroProse.

Although there are similarities between Airborne Ranger and Special Forces, project manager James Hawkins points out that they are only superficial ones: "Airborne was a totally US-designed product; the game design for Special Forces is completely UK based. It's much more than AR was, because AR was stylised – there was only one way to complete things, so it tended to play as a Commando clone in different environments. It was also fairly unrealistic because you were only given one character to play; in Special Forces you have four team members and all sorts of formations."

MicroProse feels that it's the gameplay that should make this game really stand out from the crowd. Like many of its releases, Special Forces will feature a blend of strategy and arcade action, but no other game has yet promised this level of strategy with the kind of action you'd find in a coin-op.

"It's definitely not just an arcade game," observes Steve Perry, the game's producer. "You have to use your brain by creating diversions so that the enemy will leave the path clear for you, and you have to avoid killing people in stealth missions." Hawkins expands on this theme of diversity: "We've tried to put in as many different game styles as possible, so the easiest level can be played by running around and just killing



THESE ARE THE EIGHT MEN who make up the squad. You have to select four and assign code names: shark, cobra, tiger or eagle. They all have special skills, and some are better than others for certain missions – for example, they have different carrying abilities, and one might be better than another with automatic weapons.

FORCES

PROJECT: Special Forces

PUBLISHER: MicroProse

AUTHOR: Sleepless Knights: Mark Fisher (Coding) Keith Jackson (Coding) Anthony Rosbottom (Graphics) Project Manager: James Hawkins

INITIATED: January 1991

RELEASE: February 1992

everything, but the elite level can only be completed by people with a good grasp of the strategy involved."

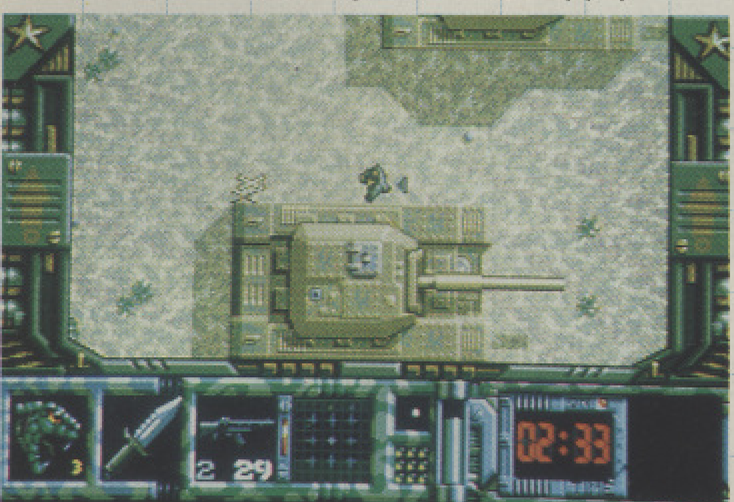
You have a squadron of eight men from which you can choose any four. They will face 16 basic missions spread over four areas of operation – Arctic, Desert, Tropical and Temperate. Each mission will also have four difficulty levels and some random factors introduced to increase the variety. "There will be three types of mission in all: stealth engagements (where you get points for the primary target only), limited engagements (you can shoot a limited number of enemies before they go on full alert; when they do, your HQ sends out pick-up choppers within five minutes and you have to escape or be captured) and conventional engagements. You can play the missions sequentially within an area (to build up a campaign), or in any order individually."

All the characters in the game – both the enemy and your own forces – have been programmed with a high level of intelligence. This means that you could play almost entirely from the map screen without taking control of your troops. All you need to do is set the formation: they can all walk around and support each other as a group of four, wander off individually or split into pairs. The ones that you don't control directly will look after themselves, by hiding, diving for cover, scouting around, throwing grenades at machine gun posts and killing when necessary.

You do need to make some decisions, such as whether your troops will be aggressive or clandestine; and it's advisable to plant bombs and call in the rescue helicopters yourself. Hawkins sees flexibility as one of the key elements of the game: "You can take as little or as much control as you like, and you can direct all four of your troops or none of them. Unfortunately, the enemy has all the weapons of surprise and fear that you have, so he could spring up from cover and attack when you least expect him."

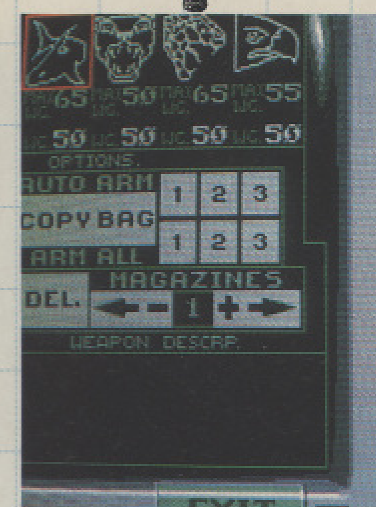
He also points out that tactics will be crucial to your success. "It's not just a question of creating diversions by attracting the enemy's attention with explosions – you could actually plant two lots of remote explosives in the same place, the first to attract attention, the second to blow up any enemies that investigate. There are some missions where you'll need to assassinate a leader, so you can create huge diversions to leave your victim unguarded."

Can they get all this into 512K? No problem, says MicroProse, because the tester's machine is a standard model. The game is being developed on a 1040 ST linked to a PC and assembled with the programmers' favourite utility, *SNASM*. It's then crammed into the smaller memory and sorely playtested.



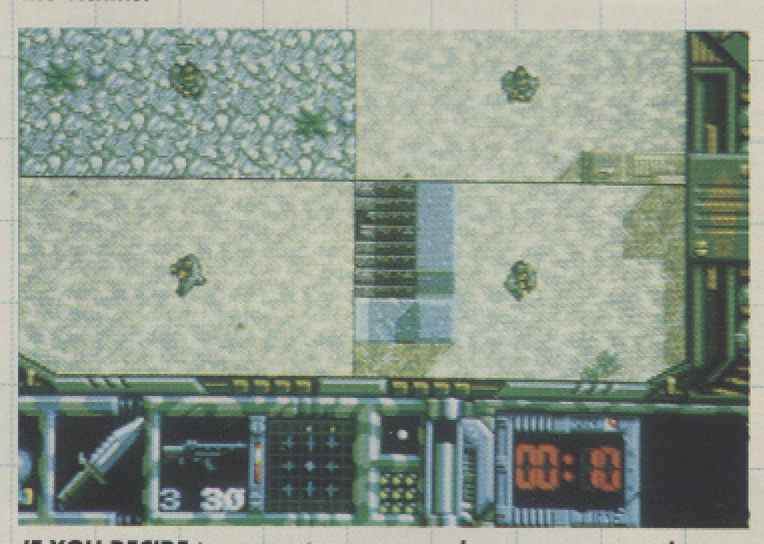
***THE IN-GAME ACTION** will look something like this. From this screen you'll be able to switch control between different team members, decide whether to use attack or stealth mode, select your weapons, use a basic radar, set off up to nine plastic explosives and create different formations.*

***HOW YOU MOVE** across the terrain is vital, particularly on the tougher levels. You can enter buildings and you can see enemies as long as they haven't dug themselves into holes. If you want to dive for cover, you need to find a patch of soft ground, such as arctic snow or sand. Otherwise it's advisable to use solid objects such as trees, buildings or sandbags to provide cover against bullets.*

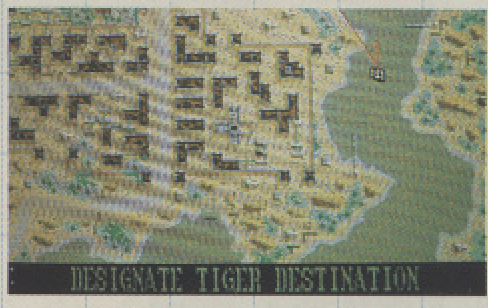




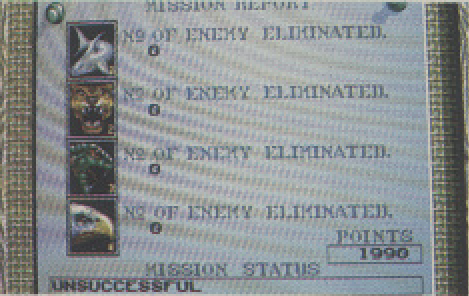
***THE WEAPONS SELECTION** screen gives you a choice of eight basic weapons: Browning pistol, grenades, LAW rockets, machine pistol, Lee Enfield Rifle, Laser Target Designator (to plant in enemy locations for bombers to home in on), plastic explosives (remote and radio controlled from the keyboard) and the machine rifle. The automatics feature rapid fire but are less accurate than the rifle and handgun; the grenades and LAW rockets have different ranges but you need to retire some distance before firing, or else you might become one of the victims.*



***IF YOU DECIDE** to separate your squad, you can access the split-view screen which shows what each member is doing, and which still scrolls in eight directions as before. You can also access a mini-map, placed in the centre or at the top left of the screen: this provides a general overview of your location, but no information about enemies.*



***EACH TEAM MEMBER** can be instructed to move to any location on the map using a waypoint. All you need to do is select the individual and draw a straight line to the objective. You can take control of any character along the route and move them around on the map itself.*



***AT THE END** of a mission you're shown the Mission Report, detailing the number of enemies eliminated by each member, and those missing or killed in action. Purple Hearts are awarded to the injured, but if you score enough you can award other medals and promotions yourself.*

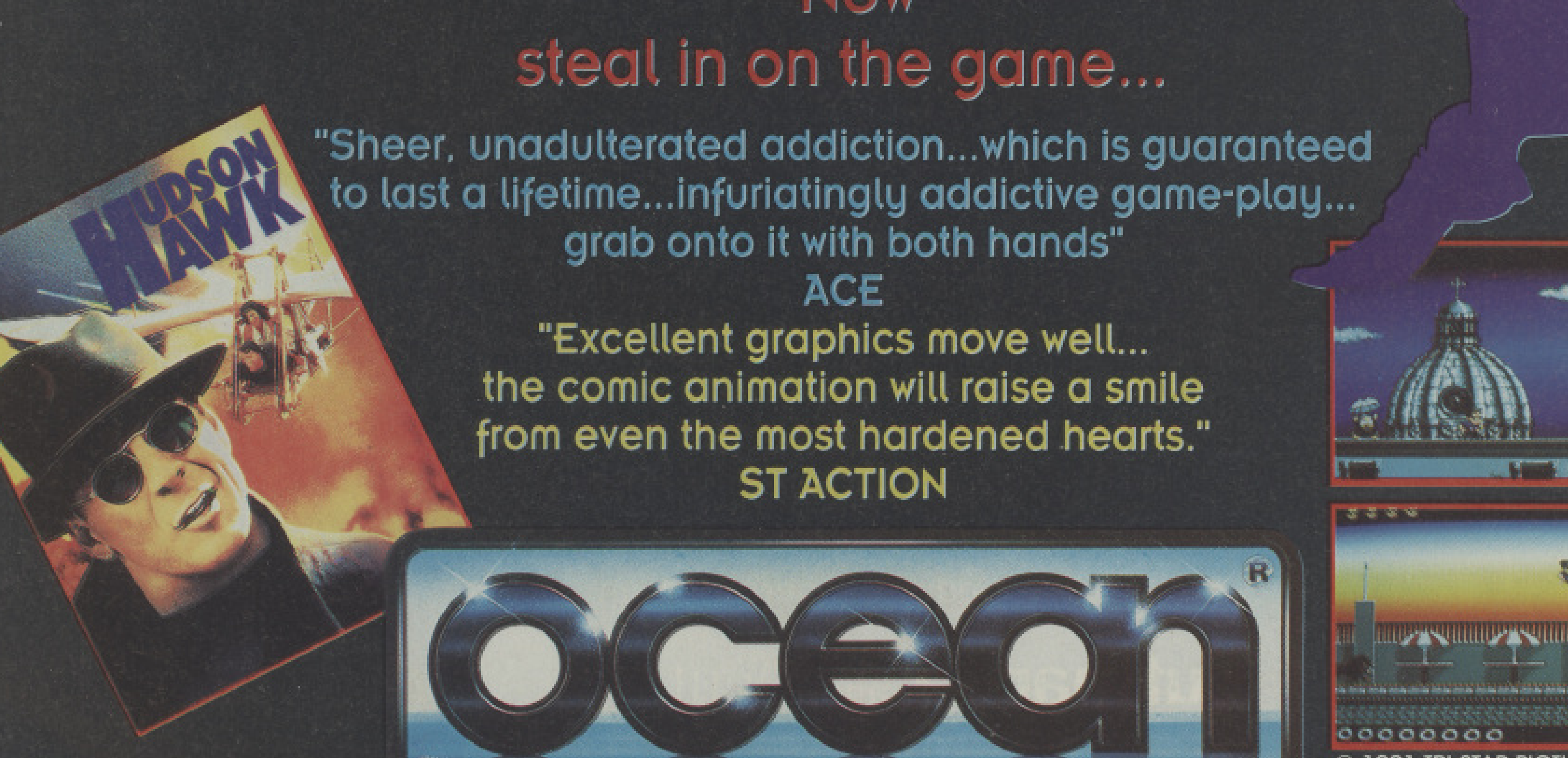
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As the lights bow out on another mammoth year for computer games, we once again invite you to take part in the industry event to beat all industry events. The Golden Joystick Awards (our very own Oscars) are back with us, celebrating their 10th year of honouring the greats and the not-so-greats.

Now, because this is a 10th anniversary celebration, we're very, nay extremely pleased to tell you that we've a special surprise in store for you. Everyone who votes this year is automatically entered in a prize draw, and the winner will get nothing short of £500 of software, of your choice!

So tell us, what have been your fondest memories of the year? *Populous 2*? *Jimmy White's Whirlwind Snooker*? *Lemmings*? Just follow the instructions, rip up the magazine and send the bits to us. In the immortal words of the Shake 'n' Vac advert: that's all you have to do!

HOW TO VOTE

Simply send us the form below, adhering to the following instructions:

1. All entries must be received by Friday 12th March 1992. Entries arriving after this date will be incinerated.

2. Fill in every section of the form. Leave any category blank and we'll send someone round to fill your mouth with concrete.

3. Only games released between January 1st 1991 and December 31st 1991 are eligible for voting.

4. All entries must include your name, address, daytime telephone number (if applicable), computer owned and must be sent in a sealed envelope.

5. Only one entry per person (and that goes for software companies too. Voting for your own games only shows signs of desperation and you wouldn't want that would you?).

Easy enough for ya? Send your entry to: Golden Joystick Awards 1991, The One, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Best Graphics

....

Best Soundtrack

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Best Simulation

....

Best Coin-Op Conversion

....

Programming Team Of The Year

....

Hardware Manufacturer Of The Year

....

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Game Of The Year

....

Worst Game Of The Year

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From film studios to wildlife parks – Orlando has much more to offer than Disney World. John Cook packed his bags and scraped a few dollars together to take a look.

VARIATIONS ON A THEME

WHEN WAS THE LAST TIME you rescued ET, zapped back and forward in time to save the universe, got trapped in an earthquake and were side-swiped by King Kong, all in the same day? If this is your idea of fun, then maybe you should follow the example of over a million other Brits and make your way over to Orlando, Florida for your next holiday – chances are, you won't regret it!

One of the image problems that Orlando has is probably also its greatest asset – Disney World. This vast complex of theme parks and leisure facilities presents a bit of an image problem for the average man on the street. Snow White. Dumbo. Bambi. Little pink rabbits with floppy ears – it's enough to make you sick.

Certainly, my first and only visit to California's Disney Land was pretty unpleasant – wading knee deep through five year-olds and queuing far too long for rides that were, quite frankly, dull. The idea of visiting the same, but bigger, would fill any normal person with the kind of dread that comes as you turn an exam paper over or when your girlfriend rings you up in the middle of the night saying, "We must talk...."

Here's the good news – there's much more to Orlando than just Disney World. And there's more good news: Disney World itself is cut up into day-sized chunks, some of which are more orientated towards the kids than others.

Universal Studios

THIS $630 MILLION THEME PARK, jointly owned by MCA and the London-based Rank Organisation is a working motion picture and TV studio – but that only accounts for about 15 per cent of its 400 plus acres, the rest being themed into separate sections – New York, Hollywood, San Francisco, the Expo Centre and The Front Lot, plus a vast lagoon on which the climax of each day – a high-speed, explosive speedboat shoot-out – takes place.

The entry is the Orlando standard for these things: you pay at the gate, then everything else, apart from food and memorabilia, is free. This makes the $31 (about £17.50) fee a bit more bearable to the average pocket.

There are five major rides, including the amazing *Back To The Future* and 10 live and interactive shows, which vary from showing you the ins and outs of movie making to a good old fashioned Wild West shoot-out! Combine all these with the three tours, varied street entertainment, set streets and the assortment of lookalikes and cartoon characters and you'll be pushed to pack it all into a single day.

The Back To The Future ride is, without doubt, the best in Orlando: it combines realistic motion, in a specially modified eight-seater DeLorean, with four minutes of screen action that took over two years to make – using the very latest computer graphic technology.

The scam is that the Doc is controlling the car from 1991, but you're in it as it flies through the millennia, trying to bump Biff back into the 1950s. The effect is astonishing, due to the synchronisation of the car's extremely energetic movement with the Omnimax screen technology that fills the whole of your field of view. If you only try one ride in Orlando, it should be this one!

Another highlight of Universal Studios is the *Alfred Hitchcock – Art of Making Movies* show, where you can find out how that famous shower scene was shot and you get a chance to see some footage from a 3D version of *Dial M For Murder* that was never released.





IF YOU LIKE A GOOD SHOCK, these two offerings from Universal Studios may well appeal to you. Quake with fear at Ghostbusters or get trembling with the Earthquake.



GRAPPLE WITH KING KONG or watch a Wild West shoot-out: Universal Studios really knows how to put on a show.

EPCOT

THIS IS, THEY SAY, a celebration of the Global Village, consisting of 11 themed country areas: Mexico, Norway, China, Germany, Italy, American Adventure, Japan, Morocco, France, United Kingdom and Canada, plus scientific facts about the land, sea, your own body, the future and so on. The vision it presents may be a bit sanitised, and all thought through from an American perspective, but there's lots to see and do and you'll learn more here in one day than you would visiting the Science Museum for a week.

Each day at a Disney Theme Park will cost you $33 (around £18.50). Better value is a four-day pass for all three parks which costs $111.00 (£64) and will give you free transport between the parks. A five-day pass at $145 will also let you in free to the other Disney attractions of Typhoon Lagoon – beach plus waves, Discovery Island – an open-air zoo, River County – water park and Pleasure Island – discos, clubs and the like.



Sea World

YOU WANT killer whales, sea otters, dolphins, penguins, water-skiers, all manner of endangered wildfowl, man-made coral reefs? This is the place to find them. Although it's all educational, it's more fun than you might expect and worth it for a change of pace after all those other theme parks.

Disney's Magic Kingdom

THIS IS THE PLACE to take the kids: as you might expect, it's chock full of Disney characters and amazing rides.

It's much bigger than its West Coast counterpart, with themed sections: Adventureland, Frontierland, Fantasyland , Tomorrowland, Liberty Square and Main Street, USA, but probably more 'family' orientated than you might want.

Disney MGM Studios

ANOTHER PARK that also has a working studio, sound stages and sets in the middle of it, including the front of the *Golden Girls* house – surely a Mecca for all you Channel 4 fans. This is probably more orientated towards explaining actual movie-making mechanics than Universal Studios, so your enjoyment of this one will depend on your own interest in these things. My own favourite is Catastrophe Canyon, a train ride through an outdoor set that first explodes into bits and balls of flame and then gets engulfed by a gigantic flood. You then get shown around the back of the set to see how it's done.

For less of an adrenaline rush there's a celebration of the great American love affair with the movies – the Great Movie Ride, which has some great sets and the Muppets 3D Theatre.



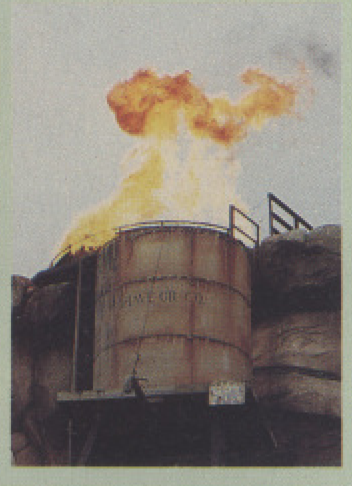


UNIVERSAL STUDIOS certainly lives up to its name: pictured above and left are the Chinese Theatre and the New York section.

BELOW: THREE STAGES in the Advent Of An Apocalypse at Disney MGM Studios.







NIGHT TIME

THERE ARE ALL MANNER of very silly things to do at night in Orlando. Theme dinners seem to be the rage – where a dinner is started, followed and interrupted by themed entertainments of various sorts.

They include Arabian Nights, Mystery Dinners (where a murder is committed and solved during the meal), Asian Dynasty and Medieval Times – a 'merrie feaste' featuring, among other things, jousting and sword fighting.

For more varied entertainment there's the Church Street Station complex in Downtown Orlando which has lots of live music, clubs and fooderies – close to Terror on Church Street, a real live horror show. This makes the London Dungeon look like the Sooty Show. An amazing themed dark maze, with about 20 actors that jump out at appropriate moments and go, "Boo!!!" and swing double-headed axes. Or rattle cage bars, or jubber loudly in your ear or jump out of paintings. It is fantastically scary, great fun and highly recommended!

Finally, if you're stuck out at the Disney Complex, there's Pleasure Island, a vast site of bars and discos. The gimmick? It's New Year's Eve every night, complete with fireworks, ticker tape, street shows, the works.

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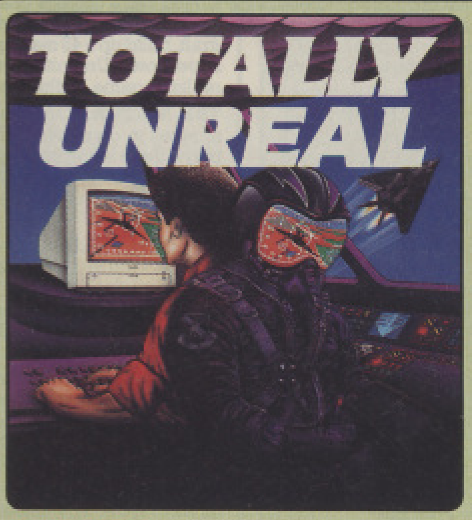
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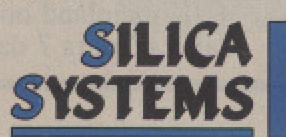
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– The Guardian

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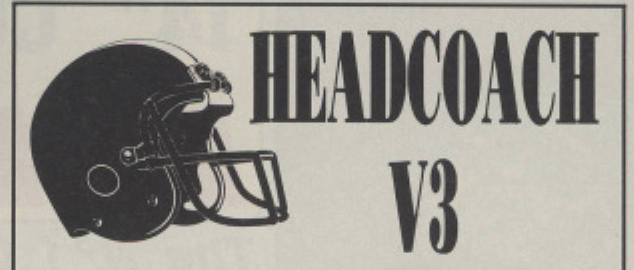
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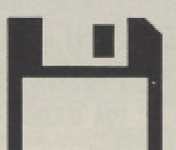
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It's fairly obvious that the man who wrote Captive isn't going to include Teenage Mutant Hero Turtles among his favourite games. But what exactly would Tony Crowther include, given the chance to put together...





"My Ideal Compilation" TONY CROWTHER

LIKE LAST MONTH'S COMPILER, Archer MacLean, Mr. Crowther is a chap who seems to have been around forever, without having had his name put to too many games.

Self-taught 26-year-old Antony Crowther's first taste of computing came in 1981 when he used to "skive off lessons to hide out in the school library and play around with the Sharp MZ80K." The school also boasted a BBC micro, but Tony admits that this didn't have the same appeal.

The first professionally produced fruits of this labour came in 1984 when *Aztec Tomb* was released by Alligata for the C64.

The switch to 16-bit programming and design came when he was asked to do the graphics for Ross Goodley's puzzle game, *Bombuzal*. The success of this led to further work for the Image Works label, including *Phobia*, which Crowther now describes as: "a little disappointing, as it was a straight port from the 8-bit game really."

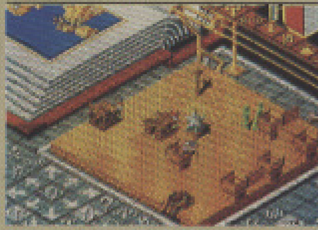


In the months that followed the completion of Phobia, Crowther fiddled about with a new style. After five months' hard graft, he showed it to Mirrorsoft who expressed an immediate dislike. Taking this to mean that they didn't want it, Crowther took it to Electronic Arts and Mindscape.

Electronic Arts didn't say no immediately, but wanted some changes made before making a decision, while Mindscape came back with an immediate "yes". That game took a further eight months to complete, but he thinks that it was worth it, as it swept the boards at that year's industry awards ceremony. The game? *Captive*!

The game's success makes Tony feel justifiably proud, but he's not bitter that it was turned down at first: "I hope Mirrorsoft are kicking themselves now."

When he's not bashing away at a keyboard, Tony likes to try his hand at 10-pin bowling. So will his next project be a bowling simulation? "I shouldn't think so," he replies. "The whole fun of bowling is that you get embarrassed when you screw it up. You don't get embarrassed in computer games. That's why I like *Dungeon Master* style games – you can get some feeling into them."



POPULOUS
Published by: Electronic Arts
Released: 1989

The Bullfrog boys' meisterwork regularly pops up in lists of favourite games, probably because it's one of a kind (or at least it was until the sequel was released). The ground-breaking (and, indeed, ground-building) gameplay needs little introduction, as more than 400,000 of you worldwide have already played it to death.

● "I like this mostly because I enjoy being a god. But it's more than just that: it's novel, it's easy and it works as game."

DUNGEON MASTER
Published by: FTL
Released: 1987

The original, and some say still the best, dungeon-based role-playing game was nothing short of a landmark in gaming history. Over the years since its release, it's been complemented by its own editor, a wholly new game (*Chaos Strikes Back*) and a host of imitators, but is still being played by countless lost souls.

"This one still gives me an excuse to skive off from lots of work that I really should be doing. In fact, I had to take three months off when I first got it. Why? I suppose it's because the atmosphere's unreal."

JIMMY WHITE'S WHIRLWIND SNOOKER
Published by: Virgin
Released: 1991

Archer MacLean's stunning simulation has been hovering about at the top of the charts since its release – and rightly so! Not so much a licensed game as a sports simulation endorsed by one of the game's masters, *Jimmy White's Whirlwind Snooker* has become the mark by which all table and ball games (if not all 3D simulators) will be judged for some time to come.

● "What can I say? This one really freaked me out when I saw it - it looks absolutely superb. It's not perfect – the fine tweaking of each shot is a little bit of a pain – but it's unbelievably playable."

DEATHLORD
Published by: Electronic Arts
Released: 1986

Unfortunately released on C64 only, *Deathlord* was a massive role-playing game which captured Crowther's imagination almost from the moment it was released, and provided a lot of the inspiration which has since fuelled his own RPG efforts, *Captive* and *Knightmare*.

● "Deathlord came out at about the same time as the first of the *Ultima* series, but I think that it was miles better. Myself and my brother used to play off against each other even though we lived miles apart. We would both play separate games, save them out and then meet up to compare the results. Then we'd make copies of the one who'd got the furthest and carry on. Great fun."

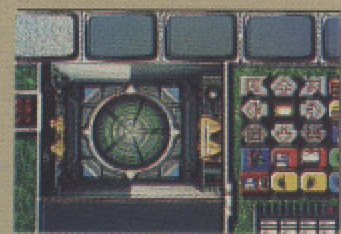
ANYTHING FROM INFOCOM
Published by: Infocom
Released: N/A

Hardly a month goes by without one or more of these classic US-developed text adventures popping up in our ideal compilation. Tony has decided to go the whole hog though, by naming the whole range: *The Hitchhiker's Guide*, *Leather Goddesses*, *Planetfall* – they're all on a par as far as Tony's concerned.

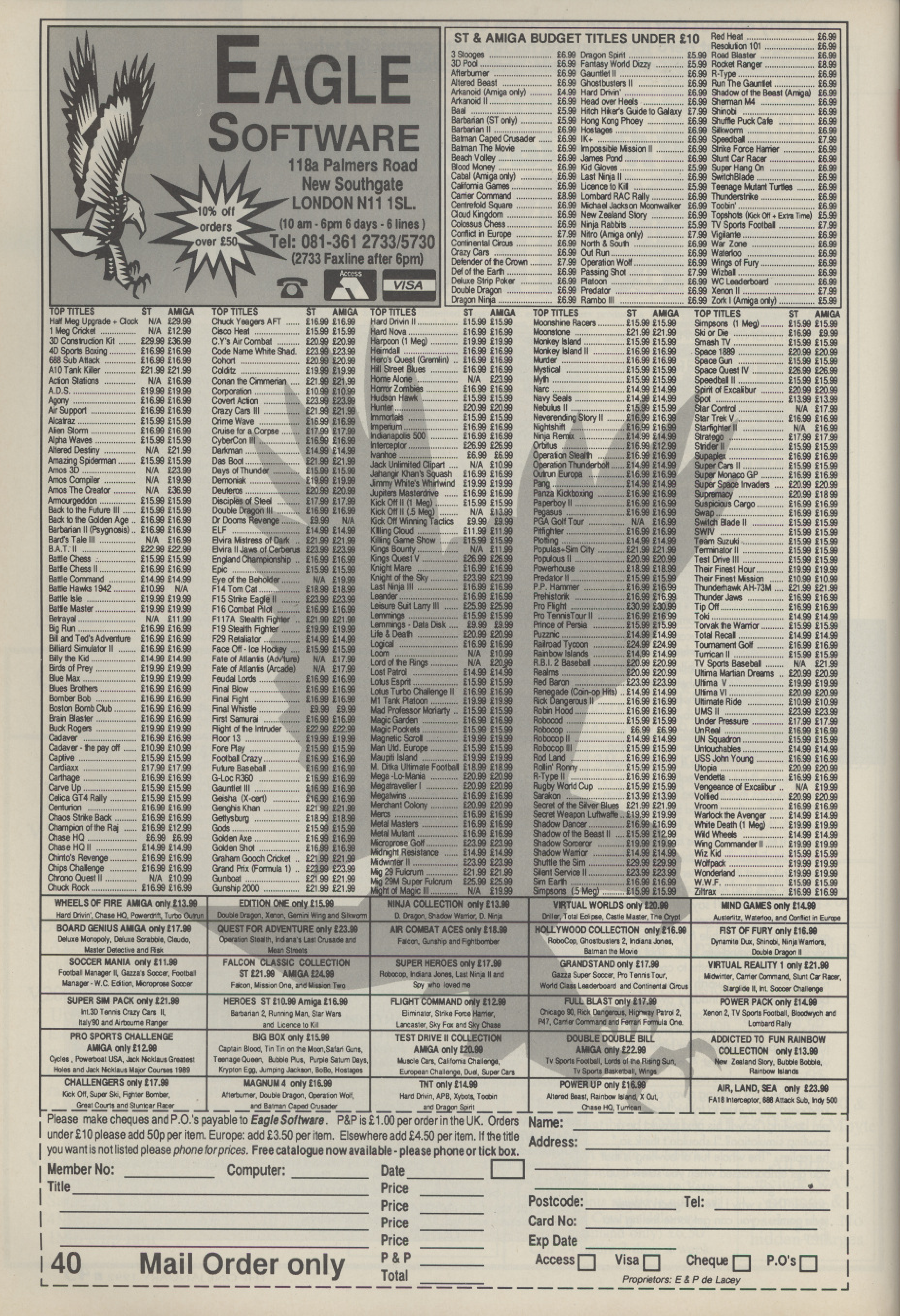
● "I know that they're only text adventures, but the one great advantage they've got is that they're enjoyable all the way through to the end."

CAPTIVE
Published by: Mindscape
Released: 1990

Well, he got this far without naming one of his own games, so it's only fair that we finish with this one. That said, there are a lot of people out there who agree, as the game has picked up numerous awards, including the Best RPG and Best Game awards at the 1990 software industry bash, and the Best Adventure Game gong at France's Tilt D'or ceremony. But Tony almost missed out on collecting anything for the game, as he was busy telling Peter Molyneux how he thought *Powermonger* was going to get the best RPG trophy when his name was called and he couldn't get back to his seat in time, so the award was collected by a representative of Mindscape instead. "I thought that was it," Tony remembers. "I never thought that we'd get the best game award as well – I was convinced that that was going to Bullfrog." Well, it didn't, and Tony made sure that he got his share of the limelight second time around.



● "Believe it or not, I've not even played the damn thing properly yet – I'm dying to give it a go! The reason I've not been able to get to grips with it is that I've been too busy finishing *Knightmare*, but I'm going to take a couple of months off when I'm finished to give it a go."



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REVIEWS

JANUARY 1992

Who, what, where, when, why and how. Everything you ever wanted to know about the latest games that others couldn't tell you. Here at The One, we strive to bring you the most informative guide to whether or not you should part with your cash. Our unique reviewing style lets you feast in the quality (high or low) of the graphics, while our expert gamesplayers tell you everything else. Why bother with expensive imitations?



GRAPHICS
Do the reds go well with the blues or do you just get a purple haze? Quality counts as well as quantity.



DURABILITY
Will it gather dust after a few weeks or will it be in and out of your computer so often it gets dizzy?



SOUND
A test of quality and aptness. Does it suit the mood or do you get brass bands during a funeral?

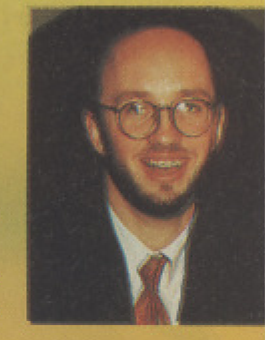


PLAYABILITY
Does it handle like a Ferrari or a Skoda? Is it a prize marrow or a prize turkey? This is the big one.

OVERALL
All the rest combined and then some. This is the one you should listen to, it means business!

WHAT'S TICKLING THE TEAM

CIARÁN BRENNAN



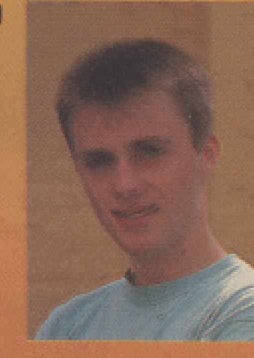
The man with the accent has been really worked up recently. Why? *Oh No More Lemmings!* It's been driving him so mad, he's taken to singing West End Musicals in the office. Psygnosis has a lot to answer for.

PAUL PRESLEY



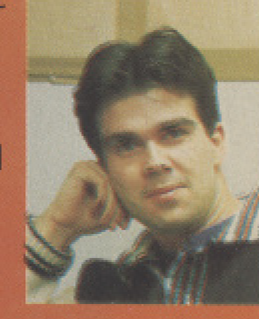
The man with the famous namesake has been playing *MicroProse Golf*. There's nothing he likes more than to wander around Hyde Park with a club in his hand looking for his balls. Always said he was strange...

JOOLS WATSHAM



The man with the long black coat has been playing with *DPaint IV*, just like the guy in the Commodore advert. At least Jools has enough sense to use his mouse. If it's not paint though, he's splattering blood with *Moonstone*.

GORDON BARRICK



The man with the Mac took time off from his designing chores to have a stab at the *Powermonger* Data Disks. Two weeks and several phone calls to Bullfrog later, he returned to playing games... er, working hard on his Mac.

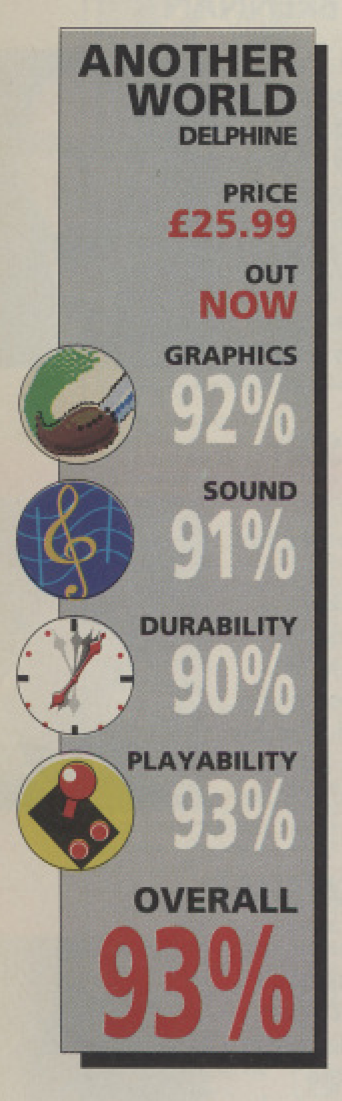
BRIAN NESBITT



The man with the cable TV hasn't been playing much. He's spent every hour watching the wrestling. His eyes lit up when he heard that *WWF* was arriving, but dimmed to their usual dullness when he discovered how 'good' it was.



They dazzled you with Future Wars, intrigued you with Operation Stealth and mystified you with Cruise For A Corpse. Now, Delphine's Parisian programmers are back to take you on a journey...











LESTER KNIGHT CHAYKIN: boy genius, nuclear scientist, hair the colour of a carrot, drives like a maniac. Pulling up in his Ferrari outside his laboratory one evening, Les could scarcely have imagined what incredible events were going to take place.

Everything appeared normal. The computer ran its obligatory security scan, made a half-hearted attempt at pleasant conversation and left Les to get on with his work. His desk was nothing short of un-amazing, littered with notes, soft drink cans and his terminal. Nothing appeared to be out of the ordinary. Oh, and there was a storm brewing outside.

Les started his experiment, the acceleration of nuclear particles, pulled open a drink and sat back to see what the computer would say to his scientific questions. He wasn't around long enough to hear the answer.

The storm had got into full swing, attracted by the dynamics of Les' experiment. A freak bolt hit the lab and surged into the experiment chamber, hitting the nuclear particles and unleashing a massive explosion that rocked back to Les' desk and engulfed the hapless young scientist. He awoke to find himself underwater. Strange, he'd always thought heaven was draped with clouds. He was still sitting at his desk, and the huge weight was pulling him down towards some very unfriendly looking vines. Les saw a light from above, slipped out of his chair and swam up. What he saw when he surfaced nearly made him choke...



YOU BEGIN THE GAME (assuming that you escape from the creature at the bottom of the lagoon) stranded in a barren landscape. All around you rocks are falling and there's a very strange creature eying you from afar.

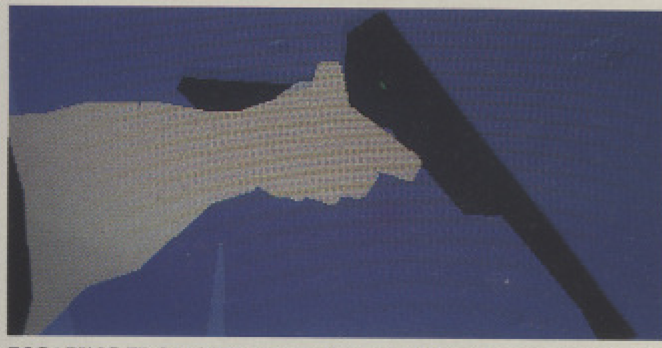


YOU SOON DISCOVER what it is when it leaps out at you, fangs dripping with saliva. It's safe to assume that he isn't friendly so it may be time to take the coward's way out.

ANOTHER



YOUR ESCAPE FROM THE CREATURE is aided by two cloaked figures. However, just when you think you're safe, they blast you and dump you in a cage with another prisoner.

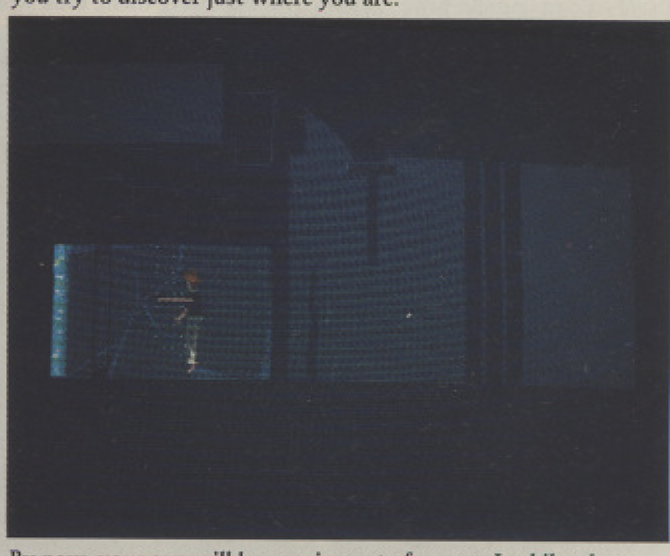


ESCAPING FROM THE CAGE (in true Indiana Jones style) you stop to pick up the guard's fallen gun. With three power settings – blast, force field and megablast – it should come in handy as you try to discover just where you are.



ANOTHER VISUAL AID to help you get your bearings comes at the top of a lift. A panoramic view of the alien world lets you see what lies ahead. Of course, you've still got to figure out a way home.

WITH GUARDS in hot pursuit, the imprisoned alien helps you flee into an underground sewer system. There's very little room, so you'll have to make sure you don't meet any long drops.

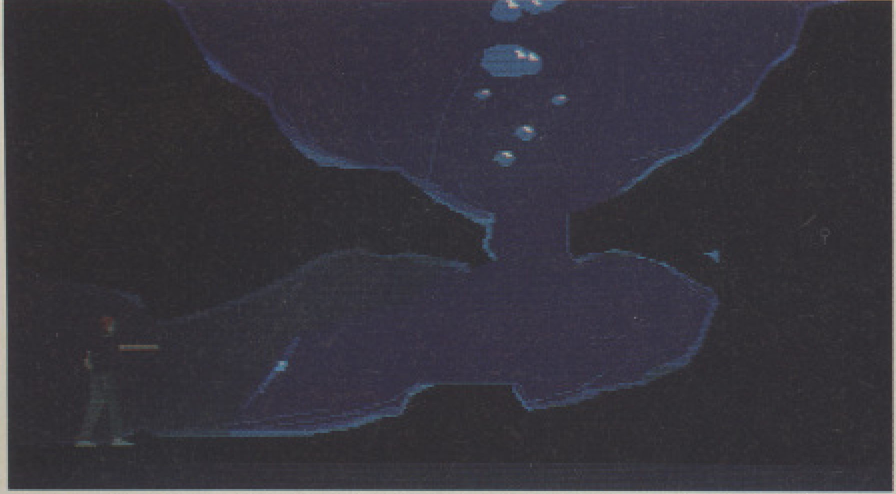


By now, your gun will be running out of power. Luckily, these re-charge points are scattered throughout the alien base. The hair-raising experience will continue to top up your energy reserves whenever you need it.



WORLD

LEAVING THE BASE, you glance around to see your friend being chased by more guards. Still, you don't have time to worry about him (or her), you have to find safety in the nearby rocks.



THE CAVES CONTAIN all sorts of surprises, not least of which is that when blasted, rocks tend to crumble away. If there is water above them, even worse. Run away!



BY THIS POINT, Les is thoroughly confused. Back inside another base, you get to see how your companion is doing. Looks like he needs your help, but how to get to him?



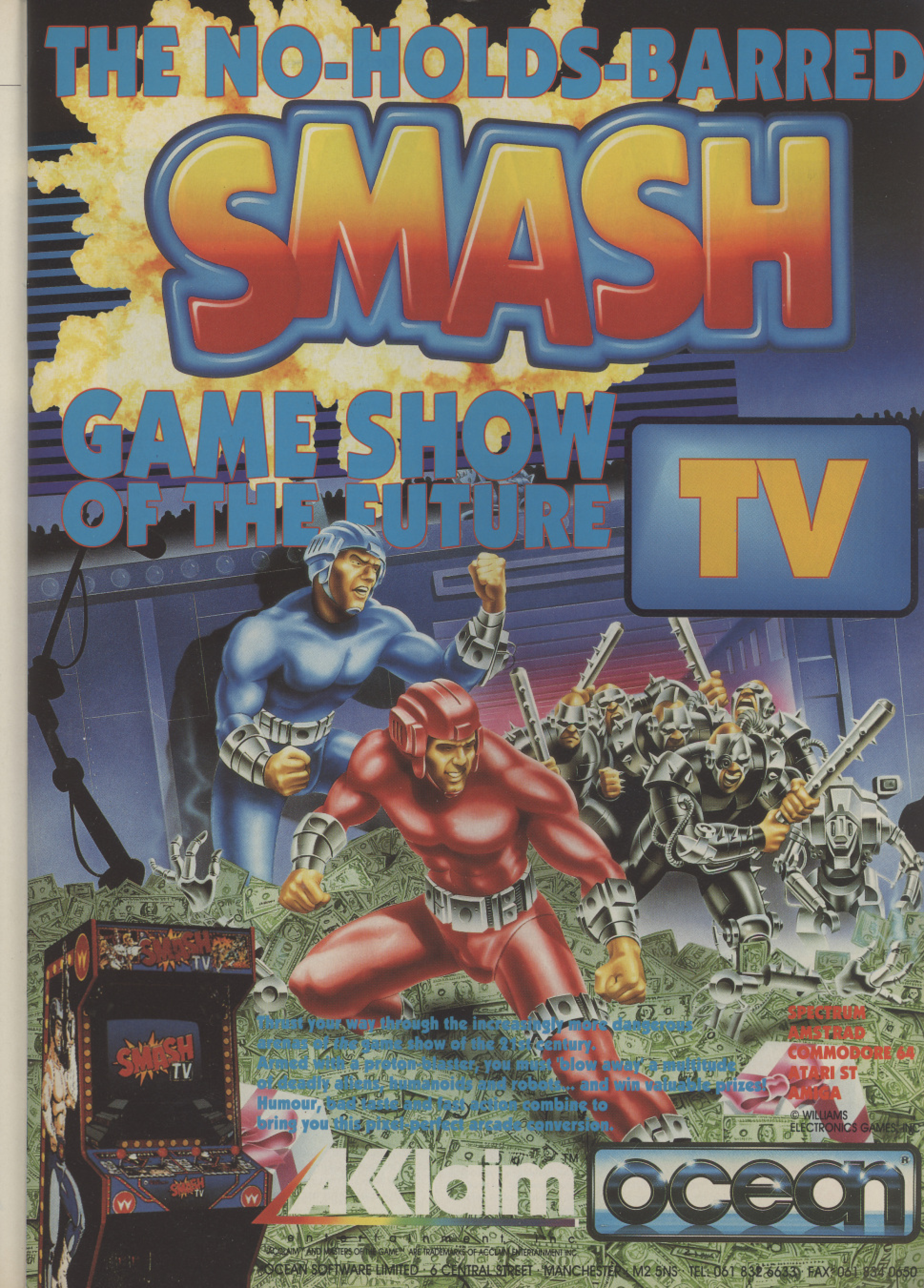
THIS MAY NOT HAVE BEEN the best of routes. Hitting you square in the face, the guard decides to have a little fun before killing you. Could this be the end, or do you have one last trick up your trouser leg?

THE WORD

***ANOTHER WORLD* IS VERY... BLUE.** Very, very blue. In fact, if another colour is used in many of the scenes, you'd be hard pushed to spot it. Another World is also very, very good, coming as a superb break from all the big licences, coin-ops and other Christmas biggies. You can say what you like about Delphine, when it puts its mind to something, you know the result is going to be worthwhile. Atmosphere, moodiness, graphics that blow your mind and sound that slaps it right back in place again. Everything that made *Future Wars*, *Operation Stealth* and *Cruise For A Corpse* such big hits, has been combined in one big package. One thing I do miss is the text. Yes, as strange as that sounds, the completely joystick-controlled environment does, at times, feel a little cold and unwelcoming (and that has nothing to do with the large aliens with guns trying to shoot you). An explanation of certain scenes or some stand-alone animations, carrying the story would have helped. The whole thing does have a very film-like feel to it though, as did Delphine's other Cinematique games. Quick cuts, close-ups and smooth animation all add to the tension and atmosphere created (just tell me that when the large lion-type creature jumped out at you for the first time, you didn't jump). This is all helped by the comprehensive control method that adapts to fit the surroundings. Pulling down will usually just make Lester duck, but in a situation where his gun is on the floor and the lasers are flying, he'll perform a combat roll. Delphine has thought of everything, and while the first few levels are fairly simple, the later ones get infinitely more complex and require some very intelligent thought. The whole thing smacks of *Dragon's Lair*, but with one major advantage: you constantly have full control over the central character. Another World is a superb product, extremely classy and very, very playable.

Breaking new ground and breaking it well, Delphine has yet another winner

Paul Presley


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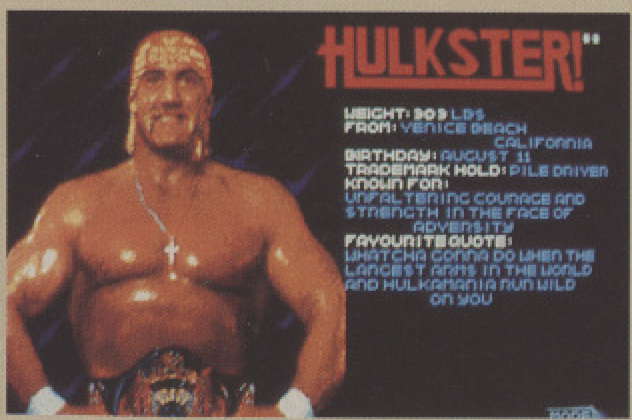
It's time to grunt and groan your way around the squared circle, pairing off against huge men with silly names. Only in America.

WWF WRES

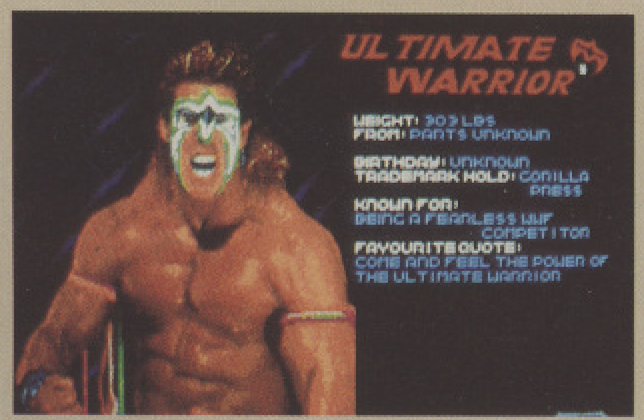
WWF WRESTLE-MANIA
OCEAN
PRICE £25.99
OUT NOW
GRAPHICS 80%
SOUND 66%
DURABILITY 70%
PLAYABILITY 70%
OVERALL 68%

IN THE MONTHS BEFORE Sky TV was launched, everyone was complaining about how satellite television would lower the standards of broadcasting as we knew it. The satellites went up, entered a geo-stationary orbit, beamed hours upon hours of *WWF Wrestling* onto our screens and everyone's fears came true. The likes of Hulk Hogan and the Ultimate Warrior became as big as the Turtles were last year (figuratively, not literally).

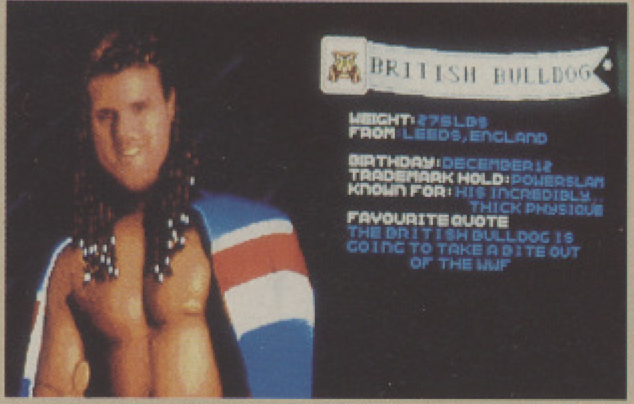
Ocean has always known a good thing when it saw one and has released *WWF Wrestlemania* on an all-too suspecting world.



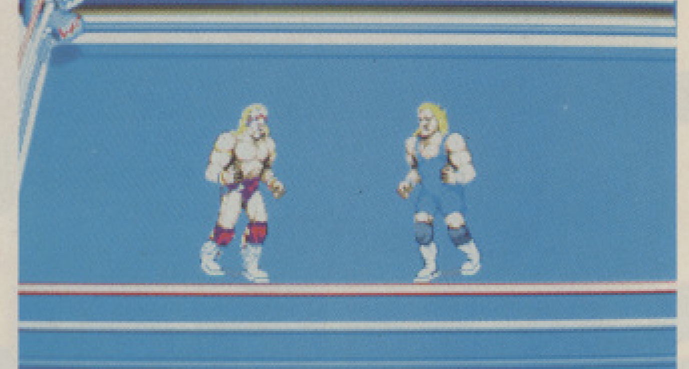
THE THREE HEROES each have different abilities. The immortal Hulk Hogan is a master of the Pile Driver, the ancient art of jamming your opponent's head between your legs and dropping him to the floor.



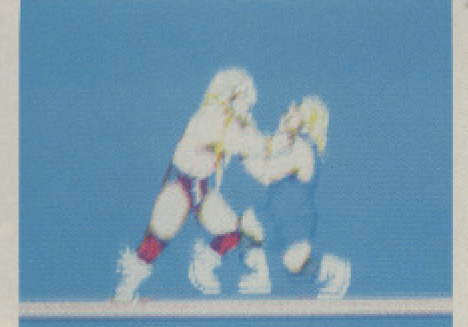
THE ULTIMATE WARRIOR (even though he's not in the WWF anymore) is a mysterious character. Hailing from parts unknown, his specialist move is to hoist you over his head and throw you roughly to the floor.



OUR OWN PRIDE and joy, the British Bulldog, is a specialist of the Power Slam. After knocking you senseless, he proceeds to ram his stocky frame into your rib cage as hard as possible.



THERE ARE FIVE OPPONENTS for your chosen wrestler to face starting with Mr.Perfect. Defeat him and it's on to The Warlord, The Million Dollar Man (Ted DiBase), The Mountie and, finally, Sgt. Slaughter.



INITIALLY IT'S A SLUGFEST as both athletes fly into each other with a dazzling display of punches. Get close enough to grapple and it turns into a joystick-waggling affair.

WHATEVER HAPPENED TO BIG DADDY?

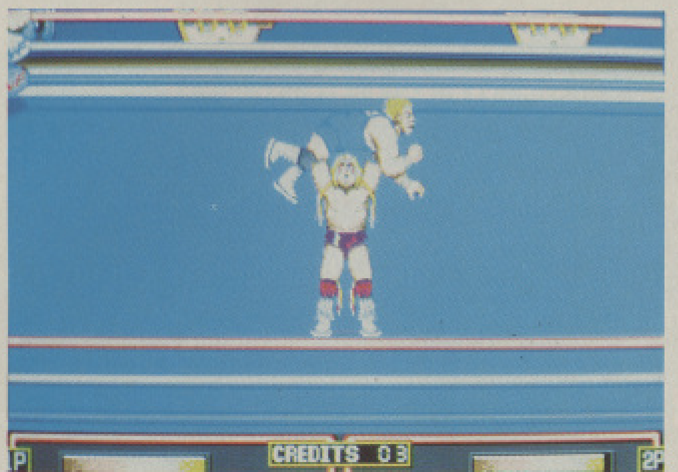
AMERICAN WRESTLING started life in this country as a 10-minute segment of ITV's Saturday afternoon wrestling show, six or seven years ago. Although it never really took off here, in the USA things were just beginning for the now universally popular giants. Today, putting the WWF logo on anything ensures million-dollar sales, with merchandising ranging from WWF ice cream bars to Hulk Hogan Workout Teddy Bears.

Ever since Sky TV started broadcasting, popularity has grown both in this country and throughout Europe, with British sales of the official WWF magazine excessing 200,000 copies per month. In order to boost awareness, the superstars of the WWF recently made a British tour. Playing to packed audiences at such prestigious venues as the Royal Albert Hall, the likes of Hulk Hogan and The Undertaker made lasting impressions, especially with the younger sections of the population.

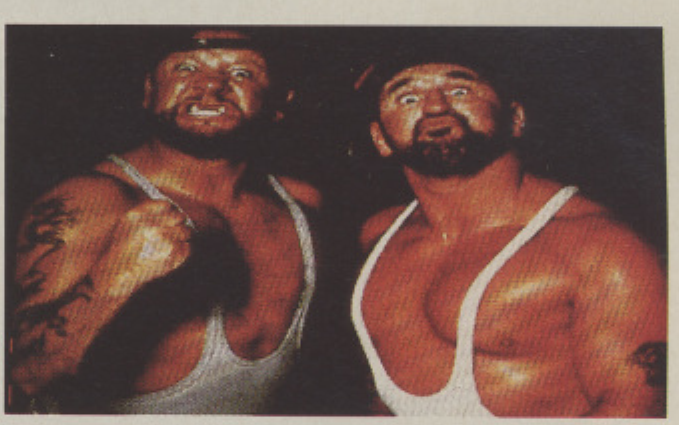
Sky TV currently has four regular wrestling shows (*Superstars Of Wrestling, WWF Primetime Wrestling, WWF Wrestling Challenge and All American Wrestling*), repeated throughout the week on Sky Sports and Sky One. This line-up doesn't include special events (such as the recent Survivor Series and the numerous Wrestlemanias) which are reserved for the Sky Movies Plus channel.

One reason why wrestling is so popular is the characters. The Undertaker, a huge figure cloaked in black, wraps his opponents in a body bag when he

TLEMANIA



WIN THE CONTEST of waggles and you'll perform your special move on your opponent. This does the most damage to the victim and is the quickest way of ensuring a pin.



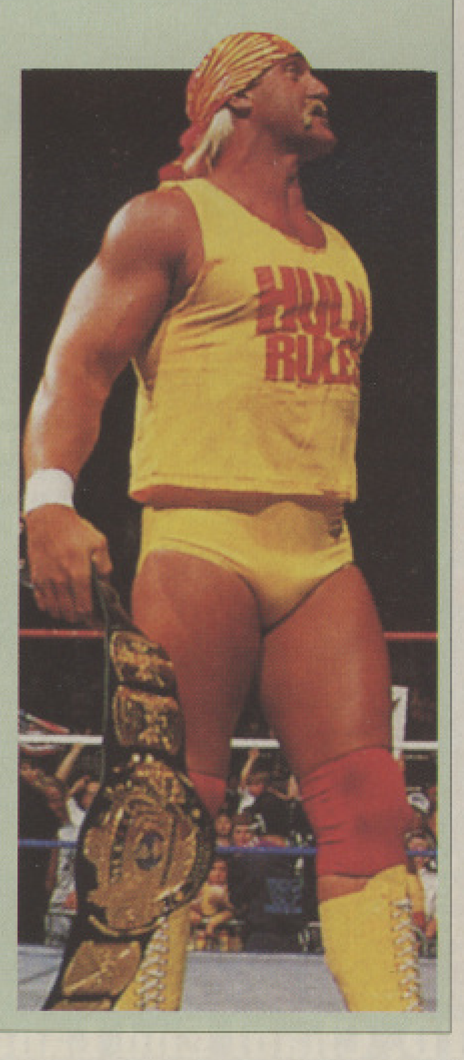


BEFORE EACH MATCH you and your opponent can engage in a verbal battle of wits. Choose an appropriate response to your enemy's insult and, erm... not much else really.

beats them and carries them off. Sgt. Slaughter, branded a traitor during the Gulf War because he teamed up with Iraqi tag-team Gen. Adnan and Col. Mustafa, is now a good guy after pledging allegiance to the flag.

In a recent match, The Macho Man Randy Savage took on Jake 'The Snake' Roberts after Jake set a King Cobra loose on Randy's newly-wed bride the lovely Miss Elizabeth. Due to losing a previous career match, Randy Savage had been forced out of the WWF and had spent the intervening months as a commentator. Ever since the incident, Randy had run a campaign for re-instatement, but only received it after Roberts lured him away from the commentators' box, and into the ring, tied him up in the ropes and set the snake on him (amidst such classic lines as "I hope that snake's been de-venomised!").

WWF wrestling really is silly stuff, but it's also very entertaining. If you haven't got Sky (or cable) yet, then you could always catch up with the more violent, but equally absurd WCW Wrestling on ITV (Saturday mornings). Whichever league you decide to pursue, you're guaranteed a lot of entertainment.



THE WORD

YES, I KNOW that Sgt. Slaughter is now a good guy, that Mr. Perfect doesn't wrestle any more, that Ted DiBase's special move is the Million Dollar Dream Hold, and that The Mountie rarely uses anything but his cattle prod and the annoyance of that little runt Jimmy Hart, but none of that's important to a WWF game, is it? Well actually yes, it is. The very thing that makes American wrestling so popular is the characters, gimmicks and storylines, not the wrestling. Sadly, this is what Ocean, and virtually every other wrestling game producer, has failed to grasp, treating the phenomenon as a sport, instead of what it really is – entertainment. The actual game isn't particularly brilliant either. It has its good points, the characters are well defined, easily recognisable, and the two-player option adds a small amount of pleasure, but that's about all there is. The lack of decent moves is ridiculous and the joystick-waggling aspect, unless you put a lot of time into practising, doesn't work. *WWF Wrestlemania* is a completely missed opportunity and we can only hope that whoever does the conversion of the *Wrestlefest* coin-op (a decent wrestling game) makes a better job of it.

Missed opportunities, unwieldy control method and a lack of decent action

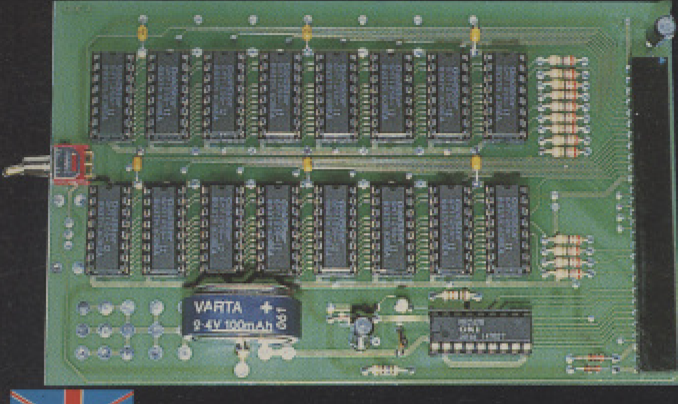
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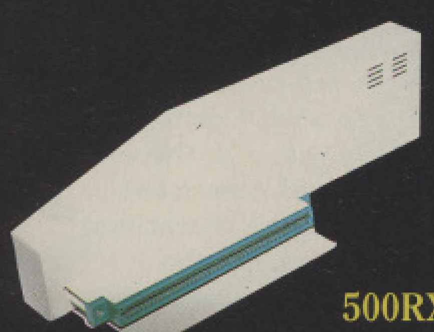
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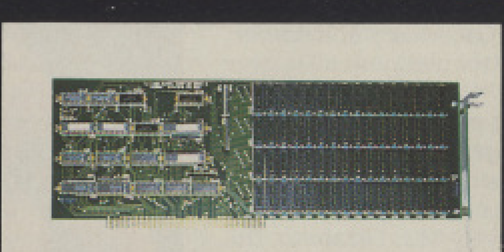
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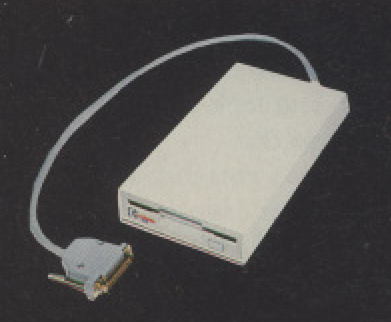
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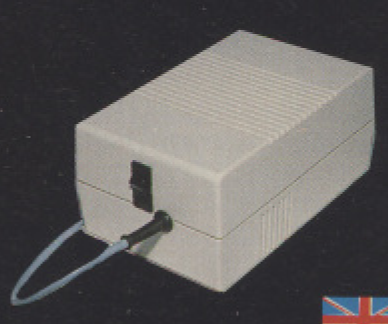


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AT THE START you have a choice between training and duty. If you enter training mode, you can customise the simulation to suit your abilities and your performance is quickly forgotten. Duty mode is more serious: you're allocated a personal log-book which keeps track of all your flights and judges whether you're fit to be promoted from the humble rank of student pilot. Over 100 different airports and the entire airspace of Northern Europe are yours to fly at your leisure.



BEFORE ZOOMING OFF, you have to set the simulation's parameters. In training mode you can fly from any airport in Europe to any other, set the cloud level and general weather conditions, top up with fuel in-flight – with or without passengers and freight. The Met office is the most graphically interesting of the otherwise run-of-the-mill presentation screens.

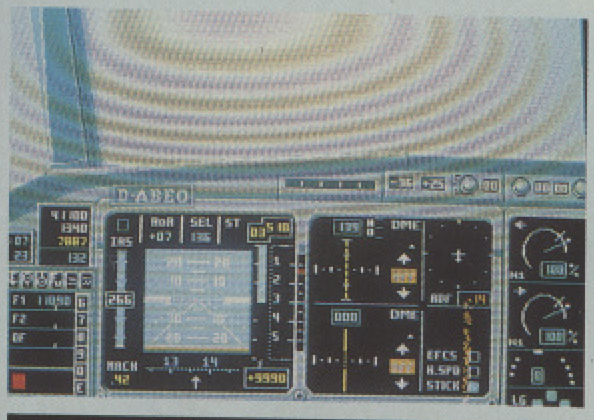




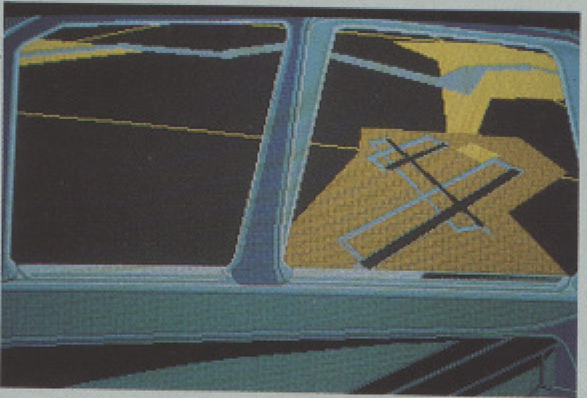
THIS SIMULATION INSISTS that you do everything by the book: starting the left and right engines to warm them up, applying extra power to taxi onto the runway, then achieving maximum thrust to begin the take-off.



ALL THAT HARD WORK seems worth it as you ease from the runway and begin your ascent. Whatever mode you choose, you must have enough fuel: if you forget, the reserve of 50kg will allow you to achieve an altitude of about 10 feet before returning you to earth with a bump.



THE MAPS detail the navigation routes you must use from take-off to landing. The instrument panel generates a vast amount of data which, although confusing, is essential for doing the job. Everything you need to know is displayed – including information you wouldn't normally find in a flight sim, such as fuel consumption in kg/hour, and relative and absolute bearing markers.



DEPENDING ON YOUR Estimated Time of Departure, flights can take place during the day or at night. Approaching your destination is one of the harder parts of the flight and is tough without the ILS. It looks easy when you can see the runway in the distance, but the last couple of miles require great skill and fine adjustments to negotiate safely. Should you crash, the whole screen shakes...

...and you're presented with the end-of-flight report. You can crash for various reasons: flying too fast, banking too steeply, landing off the runway or forgetting to lower your landing gear. The other information reflects your suitability for promotion: how many touchdowns you made on landing, how successful your fuel allocation was, and the dreaded Overall rating.

THE WORD

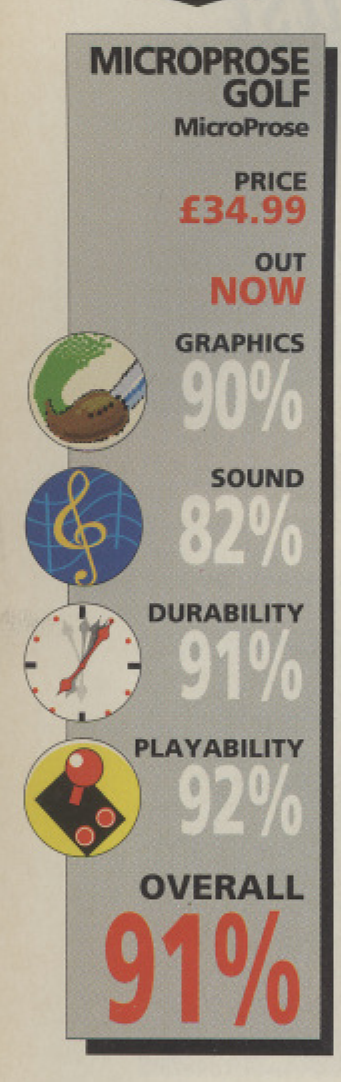
IF YOU'VE PLAYED ANY of the MicroSoft or SubLogic flight simulations, you'll know what to expect from *A320 Airbus*: a faithful representation of the real thing, with true-to-life flight handling characteristics, a huge range of controls, masses of data and sophisticated navigational aids. It doesn't really classify as a game: if you think you can just load up and indulge in some *F-19* style fancy flying, forget it. It doesn't compromise on realism, either: you won't find a 'no-crash landings' option, and a less serious-minded effort might have included a tacky explosion when you thundered into the ground at Mach 2. The motivation lies in improving your flying performance and gaining promotion, not just completing a flight by landing safely with all passengers intact. There is, however, one welcome concession to arcade gaming: a double speed key, which cuts some of the tedium of long-distance flying. The sound is disappointingly functional: apart from an impressive engine start-up effect and the authentic squeal of tyres on the runway, the in-flight noises consist of a hypnotic one-second loop and a few token warning sounds. It would have been more atmospheric if the deafening roar of take-off or a few buffeting noises in the clouds had been included. The graphics are a little more impressive: the instrument panel works well and the 3D runs smoothly during take-off and landing – the only disappointment occurs when you fly above cloud level, where the realism of a featureless sky makes for boring viewing. The packaging, on the other hand, is excellent. The wire-bound 220-page manual is, according to Thalion, a replica of the documentation you'd find in a real A320, incorporating 120 pages of airfield approach maps and a 100-page guide to flying the plane; in addition you're given three official Jeppesen high- and low-level flying charts. Airbus has been a long time coming but, despite a few aesthetic reservations, it's been well worth the wait. What it tries to achieve, it succeeds at: its realism and atmosphere are second-to-none, and if you're a flight sim enthusiast looking for a comprehensive challenge, this is it. If you're expecting dramatic visual effects, great sound, and a thrill a minute, maybe you should look elsewhere. Real life just isn't like that.

Among the most comprehensive 'true' flights sim to date

Gordon Houghton



Can MicroProse stay on par with its much heralded golfing sim? Or will it be handicapped before it reaches the first tee?



MICROPROSE GOLF

WHAT DO YOU GET if you combine the style and playability of *PGA Tour Golf* with the technology of *F-19 Stealth Fighter*? Answer – a golfing simulation that contains everything that any kind of golfer could want.

Eleven different types of game are catered for, from Skins to Fourball, with a possible total of four human or computer players, each with an individual handicapping system.

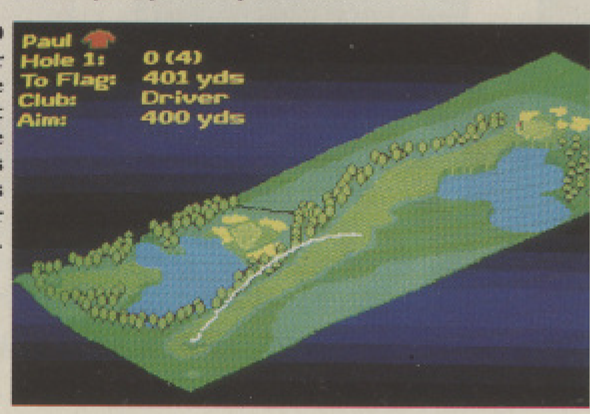
As far as the actual simulation goes, it's icon city. Tee height, how you address the ball, whether you want yards or metres, the colour of your jersey – everything can be adjusted or left well alone, depending on your level of expertise, making *MicroProse Golf* one of the most technically complete golfing sims available.



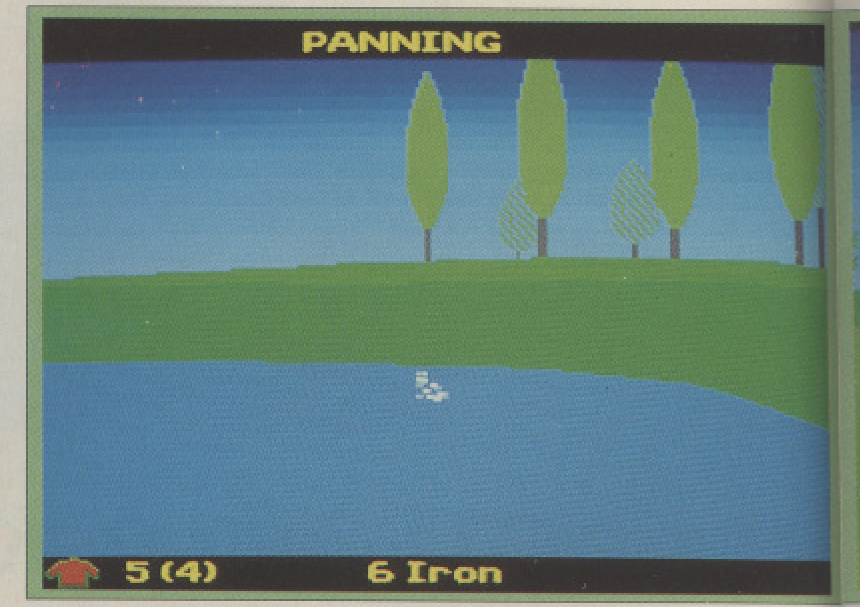
BEFORE YOU TAKE YOUR SHOTS, use the icons surrounding the screen to make sure everything is set up correctly. You have the option to select which camera angle to use, check the strength and direction of the wind, look at the overhead map, zoom along the ball's projected path and select your tee height, foot stance and the desired club.

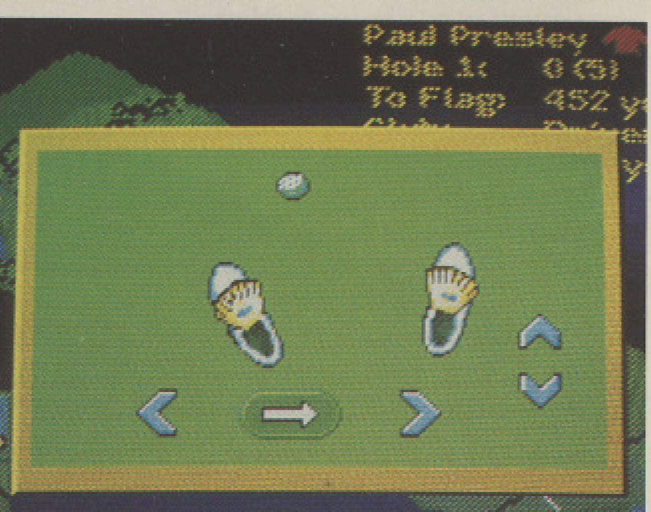


TO TAKE A SHOT you need three clicks with the mouse. The first starts the power bar swinging clockwise, the second selects the power and starts the hook/slice bar to swing anti-clockwise and the third stops it, preferably in the centre of the dial.



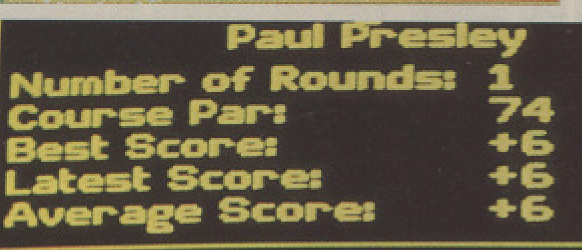
THERE ARE TWO WAYS to aim your shot, from the golfer's viewpoint and from above. The overhead map allows you to see what lies ahead and plan your shot accordingly.

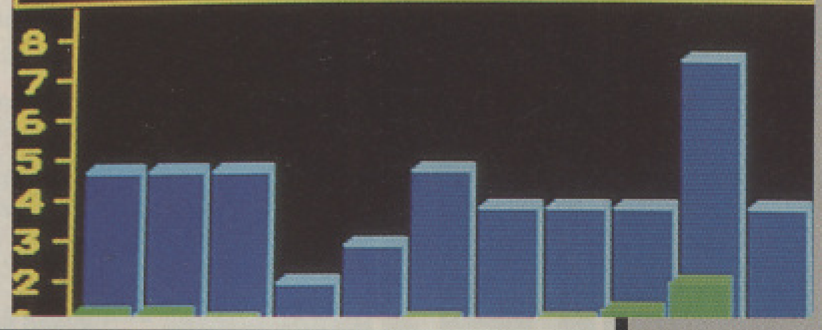




AMONGST THE MORE TECHNICAL options to choose from are tee height (affecting distance), foot stance (alters the hook/slice bar) and teeing position (in case of obstacles).

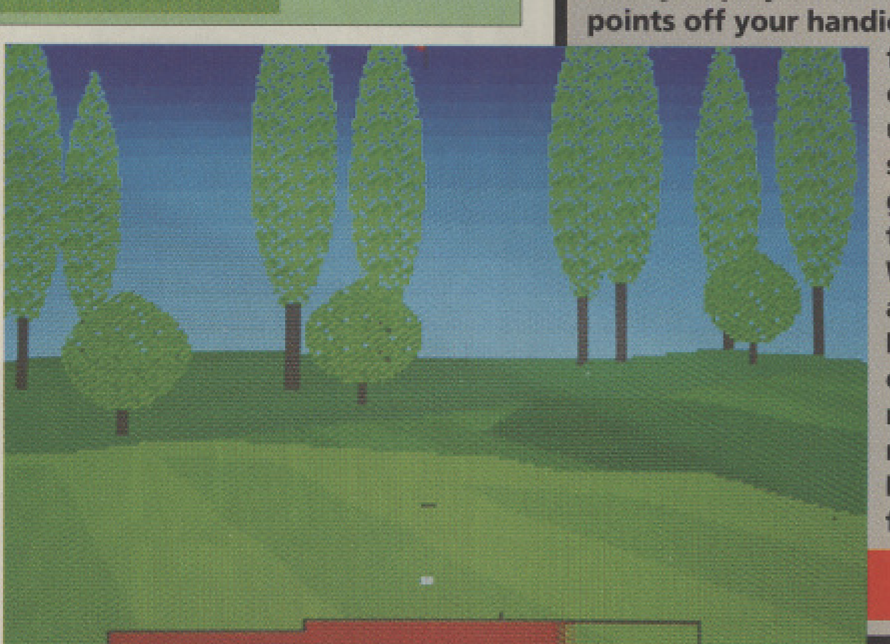
ALL THE USUAL obstacles are included: water, trees, roads, boundaries and, of course, sand.





AFTER EACH ROUND you can save your statistics to disk. These show your average scores, average putts, amount of bogeys, pars, birdies and eagles for each round you've played and the individual holes. In time you could build up a pretty comprehensive profile of your player.

ONCE THE BALL IS IN THE AIR, it's over to the various cameras to follow it. There are six different modes to choose from, following from behind, following then panning from the side, 360° panning, reverse angle and from the golfer.



ONCE YOU'VE REACHED the green the system changes completely. The grid shows what the state of the green is like (bumps, hills etc.) and the power bar shows what the best strength would be if the green were straight and level. Of course, things are never that easy...

THE WORD

MICROPROSE GOLF **is the latest entry into the computer golf tournament and it's one of the best. The swingometer may look daunting at first, but give it a little time and you'll soon get used to it, except when it comes to judging the strength of chip shots. For teeing off and long fairway shots, it's fine, you just whack it as hard as you can. As you approach the green and have to make more subtle chips, working out how much power you should apply is a tricky process. Putting is better, but isn't quite as good as it could have been. It has a certain user-unfriendliness about it, possibly down to the sudden change of controls and the lack of an on-screen golfer. Technically, however, the game is superb. The graphics are typical MicroProse stuff – when static, the screen may look rather two-dimensional, but wait until things start moving – the only disappointing aspect is the trees. Its real strength is in its long-term appeal. The handicapping system is a great idea and one which, surprisingly, hasn't been included in any other golfing game. It gives you something to keep playing for, building up pages of statistics every time you play and knocking one or two points off your handicap each round. The fact that you can't enter a tournament until you've got a scratch handicap gives you something to keep playing for. With a bit of time and practice, MicroProse Golf is extremely rewarding, offering more variety than PGA, but less of the frills.**

On a par with *PGA Tour Golf*, ahead in a few places, behind in others

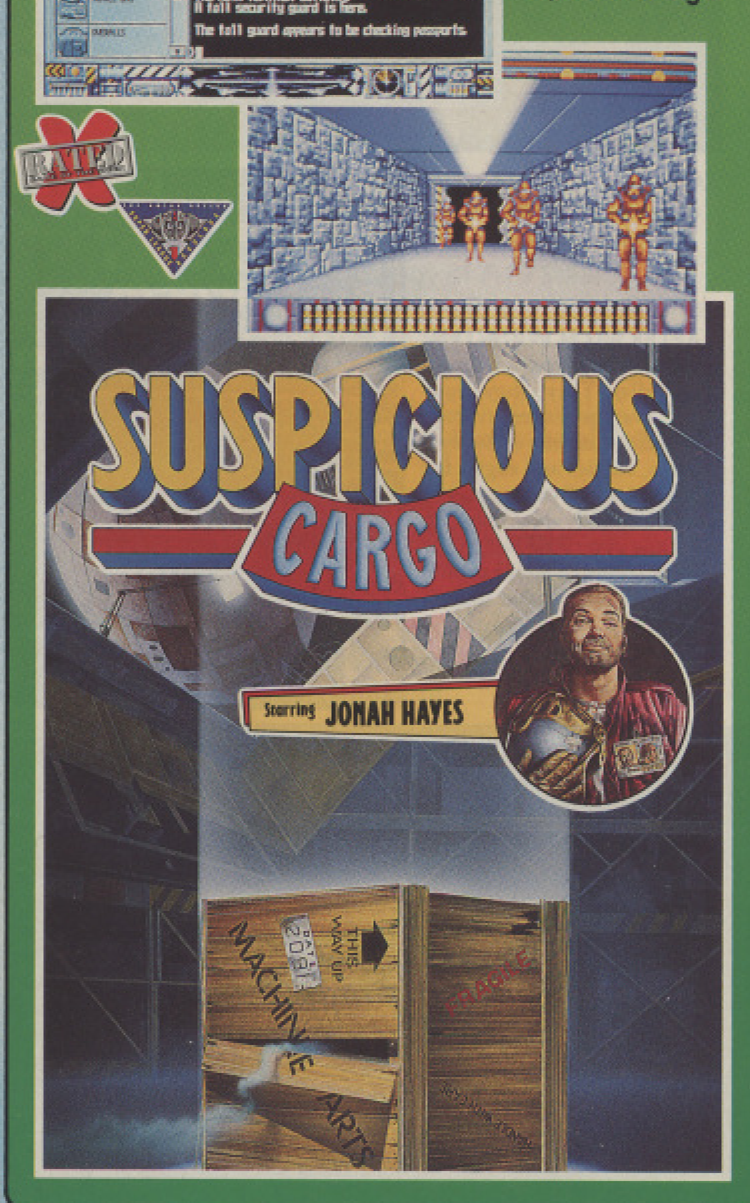
Paul Presley

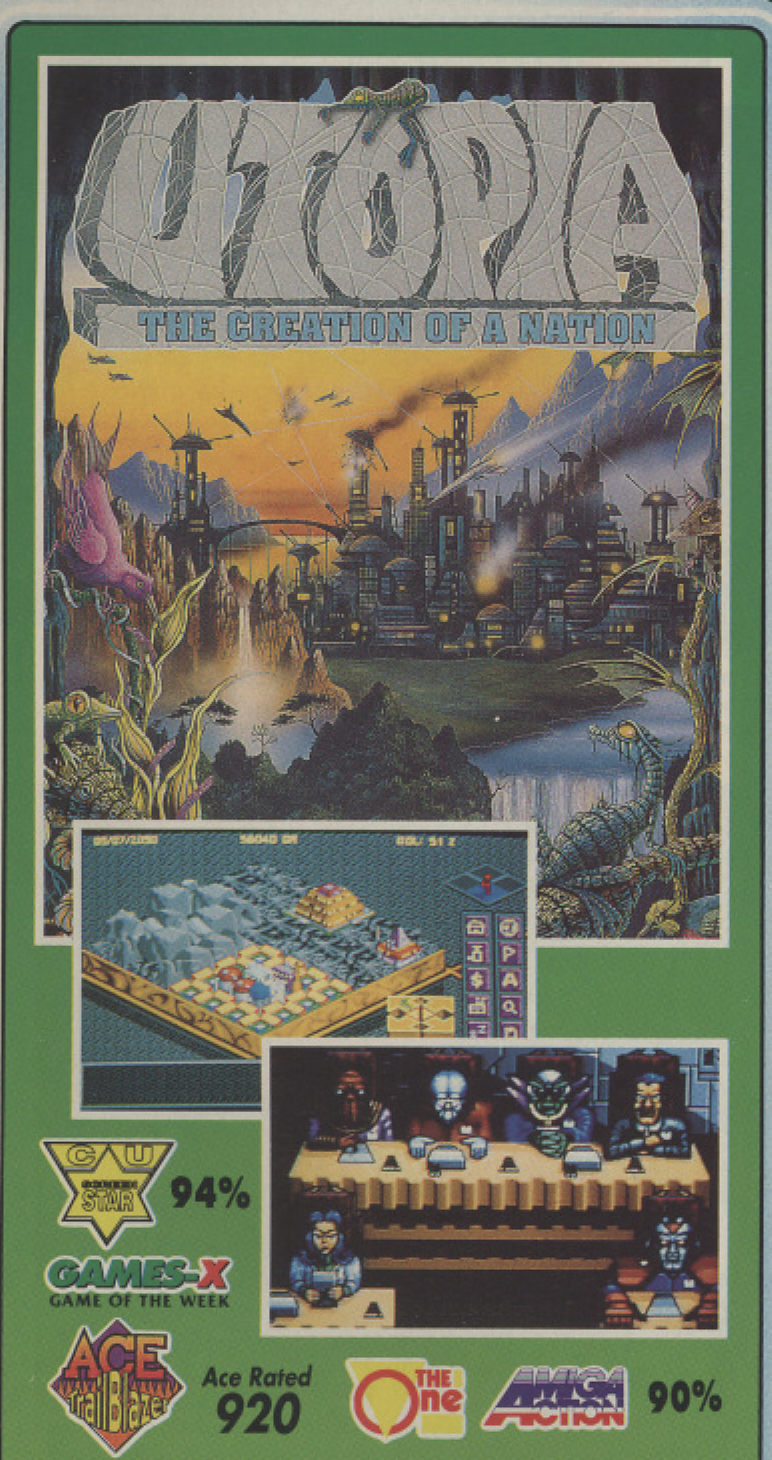


SUSPICIOUS CARGO

When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man...
This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!
An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.

Available on ST/STE & Amiga





Screenshots from various formats

CU Screen Star 94%

GAMES-X GAME OF THE WEEK

ACE TrailBlazer Ace Rated 920

THE One

AMIGA ACTION 90%

UTOPIA

Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories?
The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process.
An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

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Take a healthy dose of *Altered Beast*, a healthier dollop of *SwitchBlade*, and an even healthier dash of *Strider* – mix them all about and you might just end up with...

WOLFCHILD

WOLFCHILD
CORE DESIGN

PRICE
£25.99

OUT
JANUARY



GRAPHICS 84%

SOUND 84%

DURABILITY 82%

PLAYABILITY 85%

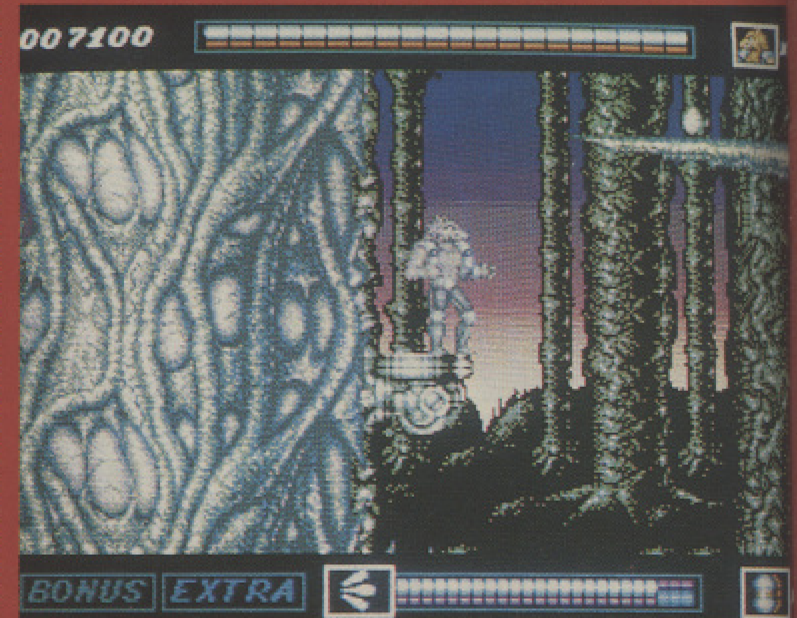
OVERALL 84%

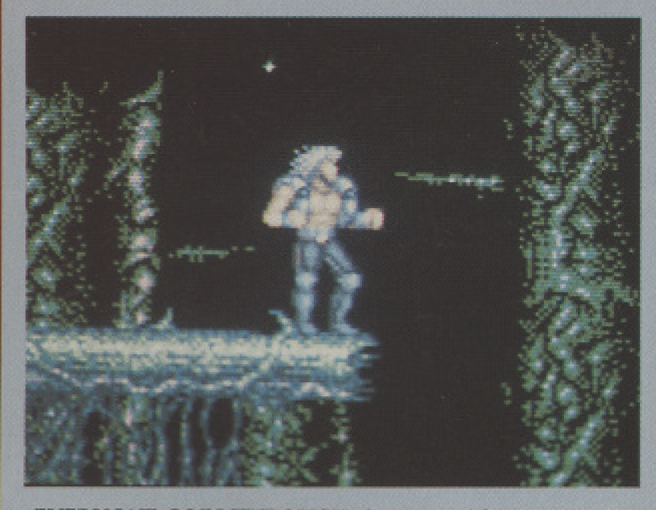
TAMPERING WITH MOTHER NATURE is never wise – but nobody told Kal Marrow that. Having ignored this basic rule, Marrow has managed to create a hybrid of half-man and half-wolf, WolfChild, a specimen who can use magical weapons and call on greater powers than any human.

On hearing this, the evil CHIMERA organisation kidnapped Kal and killed his family in order to gain the secret for themselves. Unknown to them however, Kal's son Saul managed to escape the massacre. Now Saul wants revenge, but the only way he can defeat CHIMERA is to use his father's equipment and turn himself into one of the experimental hybrids.

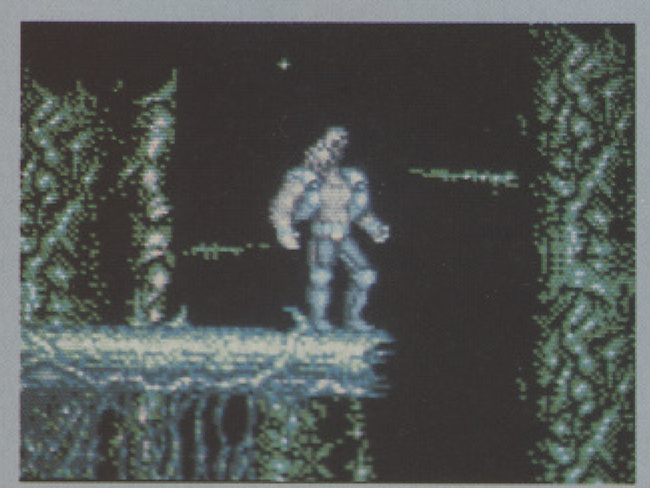
It's not as easy as all that though; because the process is still unperfected, Saul can only turn into a WolfChild and fire his magical weapons when he has conserved sufficient energy.

IT'S COLD AND WINDY, so the only way to warm up is to kick ass. To start with, Saul can only punch his way through the action (actually, he could use a smart bomb, but that would be a real waste), but as you'd expect there are plenty of pick-ups lying around for him to improve his chances with. It's not just a matter of punching everything you see though (although this is the major idea), Wolfie also has to find the correct route upwards and onwards to face the end-of-level guardian.





EVERYONE GOES THROUGH changes in life, but Saul takes things a little bit further. He grows large ears, a tail and masses of scraggly hair. Once he's assumed this haggard state, Saul can then use the magical weapons.



FANG-TASTIC FILMS

RIGHT FROM THE START, the idea of a man growing hair and fangs and howling at the moon has fascinated the people who make movies (although in the early efforts, their idea of a wolfman was usually the star wearing a furry mask over a boiler suit!). Here are just a few of the more modern efforts which deal with the subject...

AN AMERICAN WEREWOLF IN LONDON
(Lucanthorpe Film Productions)

A young American man visits England on holiday with a friend. They're warned to stay off the moors, but take no notice – and they pay for it. He survives, but his friend is torn to shreds by a werewolf. Havoc strikes London as the young American then transforms into a vicious werewolf.

A COMPANY OF WOLVES
(Neil Jordan)

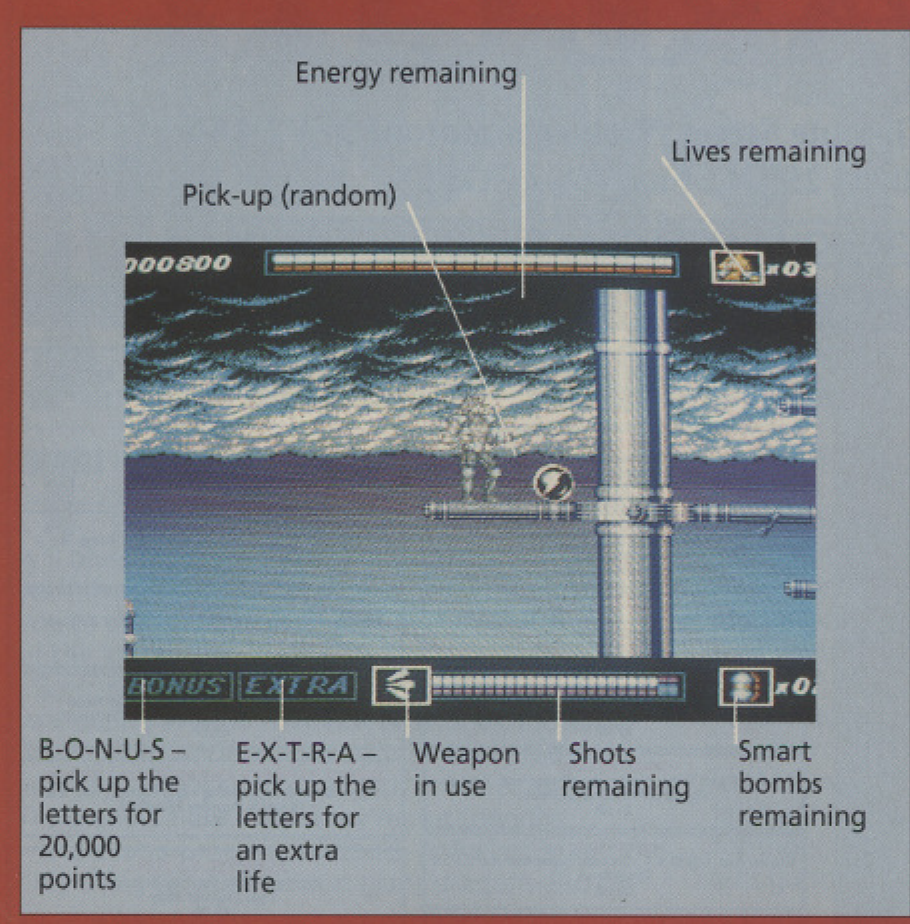
A fantasy cum horror story of the life of a werewolf. Loosely based on the fairy tale, *Little Red Riding Hood*.

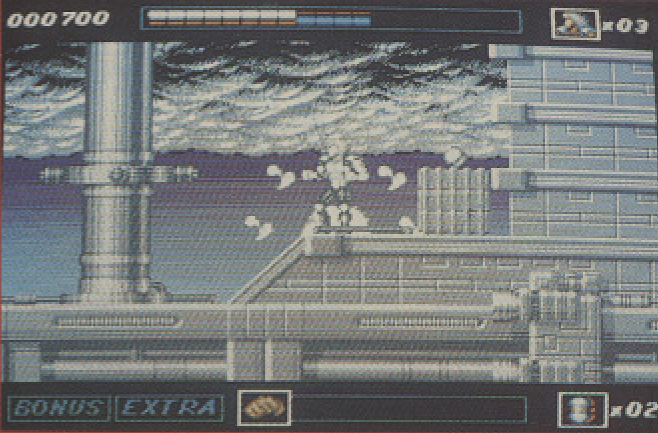
THE HOWLING II
(Hemdale)

Following a mysterious death, the occult expert Stefan (Christopher Lee) is soon on the trail of Stirba the wolf – using Dr. Van Helsing-type methods in his attempt to defeat the killer.

TEEN WOLF
(Thomas Coleman/Michael Rosenblatt)

Scott Howard (Michael J. Fox) wants to be different. He dreams about scoring – in basketball, in class and especially with the girls. It all starts with an itch, then suddenly he's the coolest, most unbeatable basketball player around – and the girls just love him!

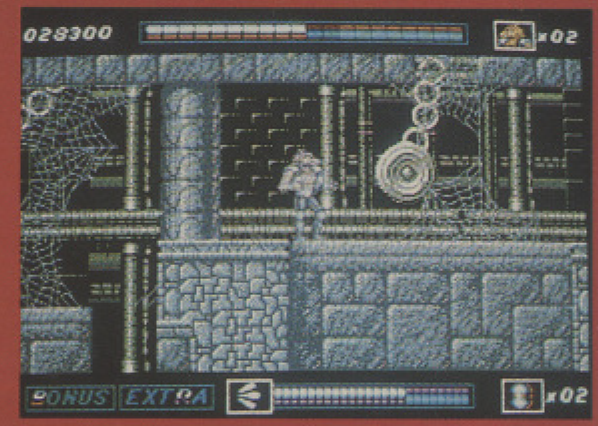




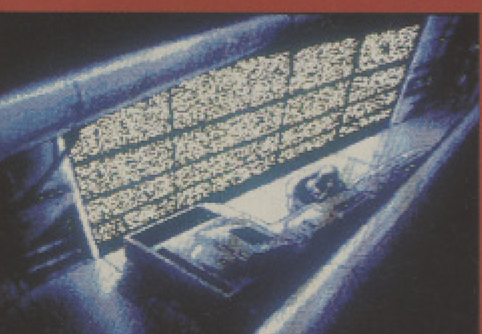
WHEN THE GOING GETS tough, the tough use smart bombs! It's almost worth using these right at the start to enjoy the lightning-style special effect, but clever players would be better off saving them up for the end-of-level boys.



A WOLF'S PARADISE – the forest. Saul would have plenty of fun here, except that there are swarms of mutated hybrids wandering about which need to be sorted out. Once again, power-ups are plentiful, but getting to them is a problem, as the route through this level is far more difficult to find than the last. There are mechanical lifts available to get Saul up the trees, but he has to be careful, because some of them are a bit rusty and tend to fall away beneath him (usually when there's a row of spikes below).



ERGH! THEY'RE EVERYWHERE. Saul must ignore the disgusting wriggling maggots and work his way through the giant insects and boulders that come tumbling from nowhere (these can't be destroyed, so Saul must dodge them or prepare to be splattered). Not all of the creatures are out to harm him tough: the honourable grass hopper will aid him up the long climb to a platform.





AS WITH NEARLY EVERY game these days, *WolfChild* is blessed with a scene-setting, animated introductory sequence. The setting is Saul's father's lab, where our hero is carrying out the experiments to turn himself into a hybrid.

THE WORD

THE FIRST THING to hit you when you dive into *WolfChild* is a strong sense of déjà vu, because in many ways, the opening section is very similar to *Strider* (which is by no means a bad thing: if it works once, why change it?). The similarity soon ends though, and further levels are quite distinctive. The game is full of nice touches – the wind blowing through our hero's hair, the enemies being swept away in the gale as Saul disposes of them, the 'meaty' feel to the punching and the excellent feeling of depth in the forest section (created by a clever use of parallax). There's no denying this game's beauty: right from the intro sequence, this one looks polished (Core claims to have used 64 colours on screen at once, and it seems as though this claim might just be accurate). In gameplay terms it almost reaches the same high standards, except for one or two minor irritations: one is that when you lose your 'wolf power', it makes it almost impossible to progress past the five end-of-level guardians (and as soon as you lose a life it's right back to the start, with no further pick-ups available), another is the 'invisibility' of the secret rooms (a little graphic reward would have been nice for finding these uncharted sections). Overall though, WolfChild is a good mixture of enjoyable game types, which would even have scored a little higher if success hadn't relied so heavily on the power of the wolf.

A rip-roaring, platform romp – and a nice new twist on some tried and tested formulae

Jools Watsham



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MOONSTONE

A HARD DAY'S KNIGHT



GRAPHICS
81%

SOUND
82%

DURABILITY
80%

PLAYABILITY
83%

OVERALL
82%

THE SEASON OF THE MOONSTONE is upon you... it's time to prove that you're a real knight. The gods have announced that they will bless the most courageous warrior in the land with the gift of ultimate power; and to prove that you're their man, you have to complete 'The Quest of the Moonstones'.

Basically, this quest involves four knights wandering around four vast territories, including the Northern Wastelands and the Misty Moors. On your way you'll encounter such enemies as Ratmen, Trolls and Baloks – and they're not friendly.

These land-based inhabitants, however, aren't the only thing to worry about: giant dragons also fly overhead in search of another innocent traveller to plunder.

The ultimate aim of your quest is to enter the valley of the gods, which lies in the heart of the four valleys. There, you will find the sacred Moonstones – along with the dreaded Guardian who wants your blood. Talk about a hard day's knight...

Moonstone has the usual gory element that you'd expect from a slash 'em up (this time by the bucketload, although it can be toned down for the faint of heart), combined with some of the 'need for thought' of an RPG. So, without further ado, let's go for a slash.

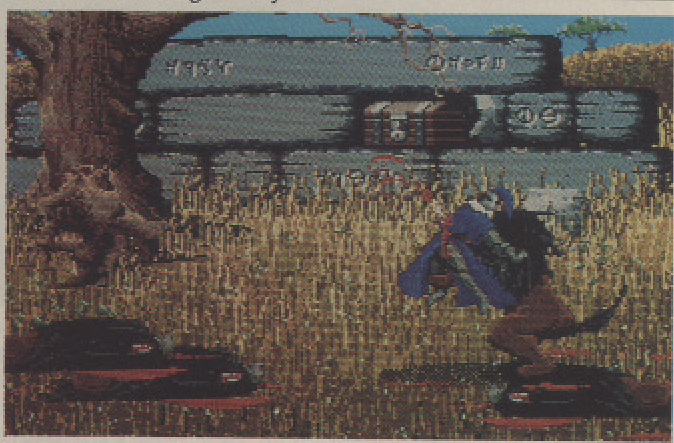


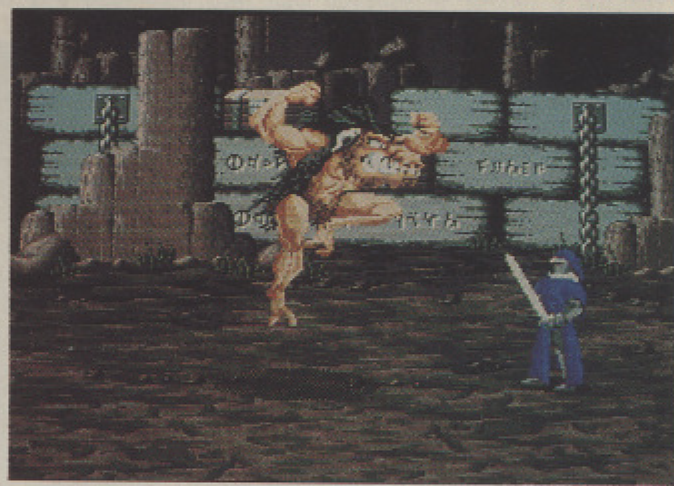




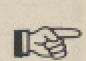
A WONDERFULLY ANIMATED introductory story nicely sets the scene of life in the time of the druids. With all the brooding atmosphere of a Hammer House Of Horror movie, a row of druids enters a mystical circle, before a cloaked mage breaks from their ranks to stand in the centre (what an exhibitionist!). Before you have time to say "was that a flash of lightning?", a red knight appears to receive the blessing of ultimate power. Now read on...

YOUR TREK THROUGH the mythical landscape is continually interrupted by a range of eight monsters who only have one thing on their minds – blood. Reasoning with these beasts is obviously out of the question, so it's out with the sword and down to business. Only when you've managed to defeat a monster are you allowed to rummage through the chest to see what goodies you can find.





BALOKS ARE POWERFUL creatures who take no stick from anyone – get too close and they turn rather vicious and squeeze your head off... yeeeukk! Other death-defying feats which these guys can perform include jumping on your head or even biting it clean off. The best tactic to use against them is to keep your distance, taking your opportunities as they move in for the kill.





MAGIC ITEMS

POTION OF HEALING
Rewards you with full hit points (or an extra point if you already have full energy).

GEM OF SEEING
Allows you to see what treasures lie within a chosen lair before you enter it.

SWORD OF SHARPNESS
Causes more damage than the standard model.

RING OF PROTECTION
Increases the amount of hit points you can take in combat.

TALISMAN OF THE WYRM
A magical ring which reduces by half the damage caused by dragons – the more rings you have, the more protection you get.

SCROLL OF HASTE
Allows you to travel twice the distance you would normally cover in one day (however, if this is cursed with a spell, you only move half the distance in one day).

SCROLL OF ACQUISITION
Allows you to take one object from another knight. Simply scroll through the four knights until you see something worth taking.

SCROLL OF THE HAWK
Allows you to move anywhere on the map (except to the valley of the Gods). If it is cursed though, you'll be moved at random.

SCROLL OF WYRM
Allows you to force the dragon to attack another knight. If it is cursed, the dragon will attack you.

SCROLL OF PROTECTION
Allows you to avoid a battle, but if it's cursed it will reverse your controls.

MAGIC KEY
There are four keys in the land: collect them all to gain entry to the valley of the Gods for a date with the guardian.

MOONSTONES
You gain a Moonstone from defeating one of the guardians: you'll either be awarded with a whole Moonstone, a new Moonstone or one of two halves of a Moonstone. Each Moonstone doubles your complement of hit points.





WHEN YOU ENTER a village, you're given the option of visiting any one of its numerous locations. The merchant, for example, has new armour and swords to sell, while gamblers can head for the tavern to indulge in a little dice play – once you've thrown the dice, you have a close up of the result (usually telling you how much you've lost). The healer does the obvious for the right amount of money, while at the high temple you can exchange magical artefacts.



YOU KNOW the saying "I can feel it in my bones"? Well, you won't feel anything in your bones if this Mudman gets his sloppy hands around you. This nightmare launches himself from the mud and attempts to either pull you under or crush you to dust. Just like the Balok, the best way to defeat this guy is to keep your distance.

SIR JOOLS_







UP TO FOUR knights can take part, using any combination of human and computer-controlled players. The four characters are colour-coded to their respective areas: blue, yellow, green or red.



TO GAIN USEFUL INFORMATION, visit the Wizard's tower in the Northern Wastelands. Make sure you have some magical artefacts or gold to offer in exchange, though.

THE WORD

MOST PEOPLE'S FIRST IMPRESSION will be that *Moonstone* is nothing more than a mindless slash 'em up in the tradition of Palace's *Barbarian* and the like – and on one level, this is certainly true. However, there's also a great deal of thought required, as the player needs to work a way around the map, visiting villages and getting vital life-saving advice from wizards. There's no doubt that this is pleasing to the eye and ear – and with beautifully animated sprites and sound effects courtesy of Richard Joseph (who has recently worked with the Bitmaps and was also responsible for Barbarian's scene-stealing chops and grunts) how could it go wrong? Well there is one way – the hacking action tends towards the repetitive and the combat moves take a little getting used to (they're worth mastering though, as they open up a good deal more options than the slash 'em up fan is usually presented with). Moonstone is hardly a gift for the avid role-player, but it's probably just the thing for fans of mythology and gore who are looking for that extra depth to their hacking – and the four-player option is a real bonus for gamers who like to involve their blood brothers.

A cut above the usual slash 'em up

Jools Watsham



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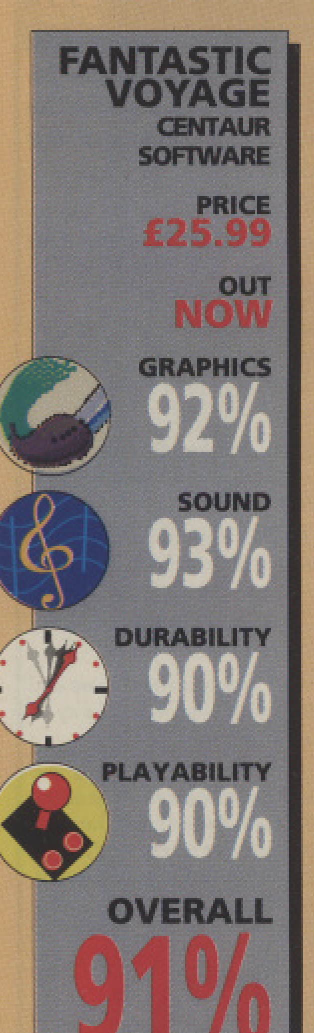
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Cult movies that everybody's heard of but no-one's actually seen are suddenly all the rage as game licence fodder. First we suffered the ravages of Plan 9, but now we're invited to join Racquel Welsh on a...



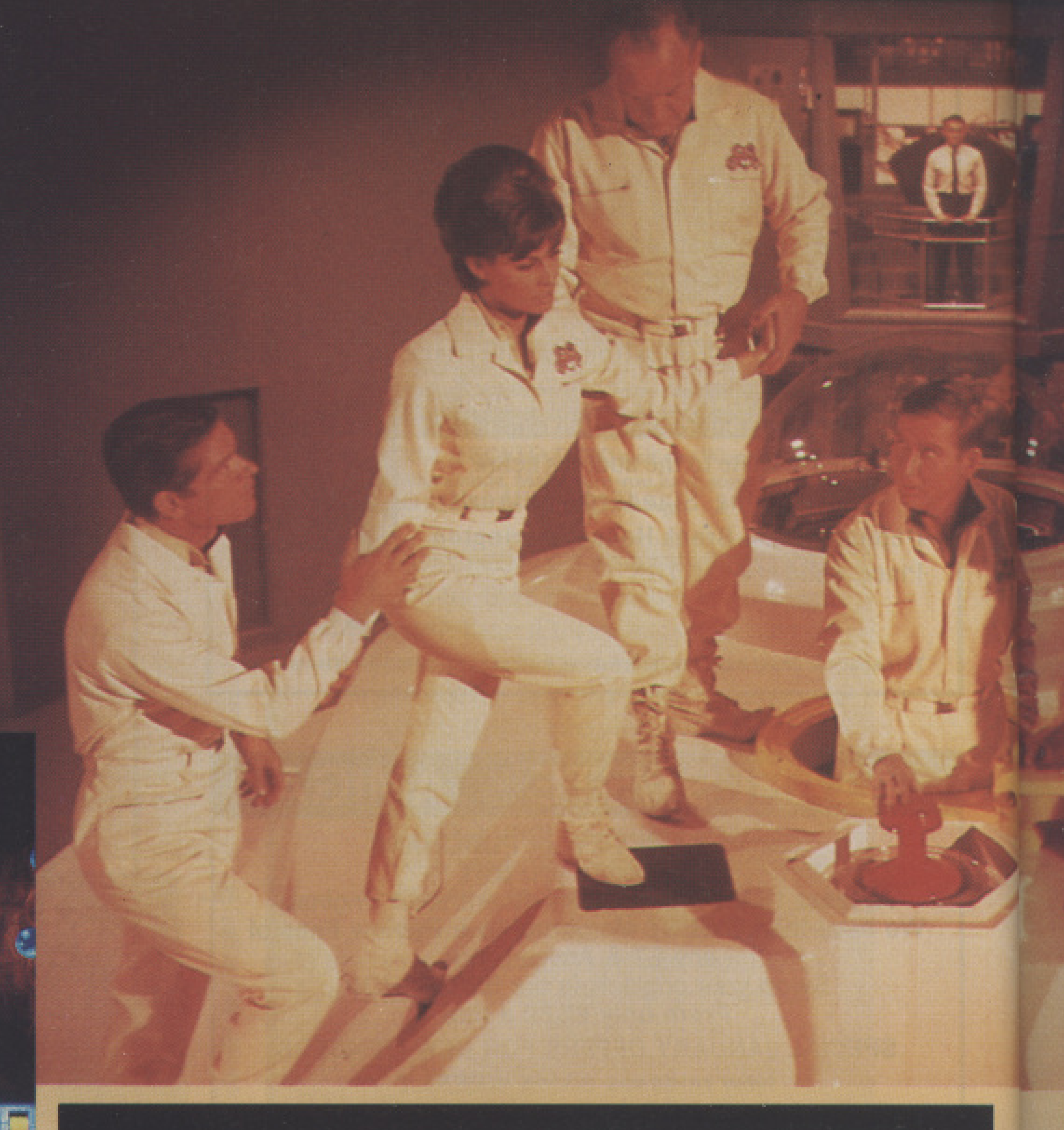
FANTASTIC

IT'S OFTEN BEEN SAID that to really know someone, you have to look at the person on the inside, not on the outside. But why bother, when you can get someone else to look inside for you?

In the 1966 film, a team of scientists (including the delectable Racquel Welch) were shrunk to the size of atoms and injected into the bloodstream of prominent Czechoslovakian scientist Jan Benes, an expert in the field of miniaturisation.

In a race against time (before they regain their natural size) they had to destroy a blood clot which was infecting the brain and threatening Benes' life.

Now it's your turn...





YOUR MINI-SUB, Proteus, begins its 'fantastic voyage' just above the heart. As soon as you're in, the body's natural defences see you as a dangerous antibody and start attacking.

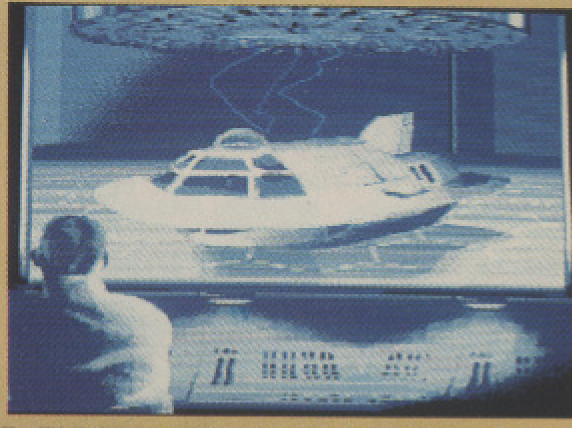


TO KEEP YOU ALIVE during your internal expedition, your ship is equipped with fuel and oxygen supplies. They do run out, however, so refuelling canisters have also been shrunk and injected into the body at regular points.

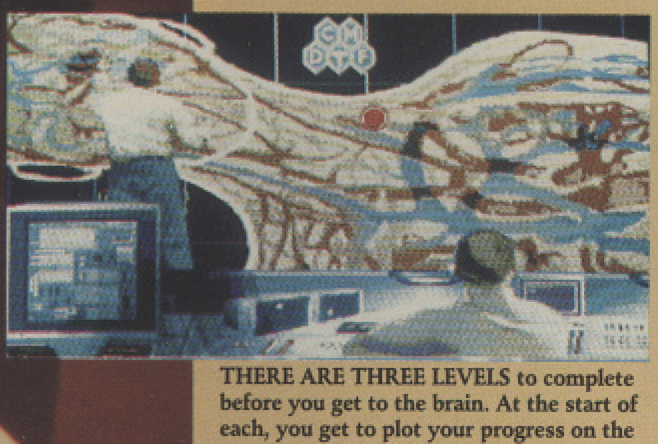


THE HUMAN BODY is chock-full of unpleasant things, most of which you'd be happiest not to know about. Unfortunately, these rather large parasites (large to men the size of amoebas anyway) take a hell of a bashing.

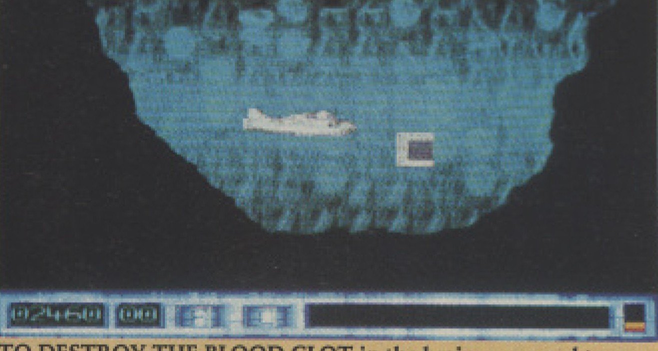
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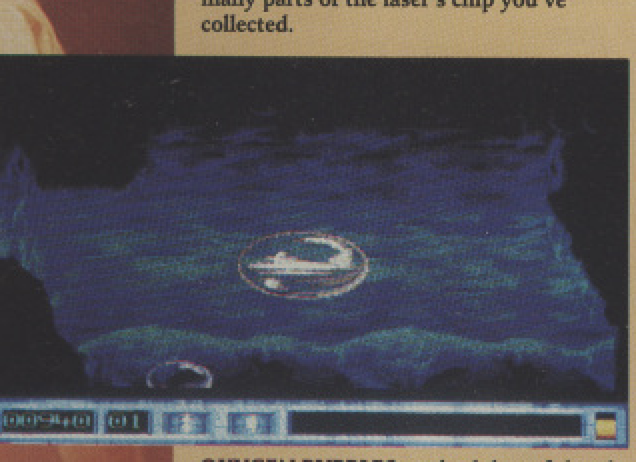
HERE'S WHERE it all began, back in the lab. Your ship is about to become a shrinking violet thanks to the ultra-powerful light bulbs concentrated above it. Hey, this is a 60's movie remember, it's not supposed to make sense.



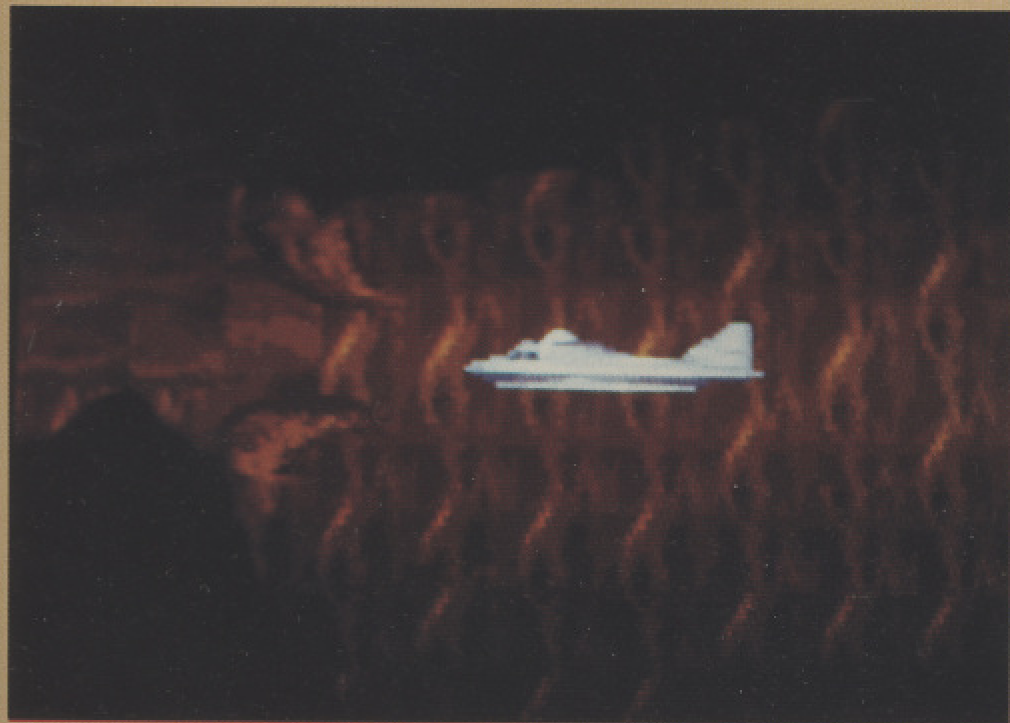
THERE ARE THREE LEVELS to complete before you get to the brain. At the start of each, you get to plot your progress on the laboratory map, which also tells you how many parts of the laser's chip you've collected.



TO DESTROY THE BLOOD CLOT in the brain, you need to collect nine pieces of the laser's circuit board (also, for some reason, inside Benes' body). Usually guarded by some nasty or another, there are three in each level.



OXYGEN BUBBLES are both harmful and beneficial. The larger of the species can be used as a 'bubble shield', rendering you temporarily invincible.



TO GET INTO THE BRAIN, your ship has to travel through the heart chamber, the entrance to which is a small valve. To stop the valve moving, you need to shoot it. Make sure the gap is wide enough for your ship.

THE WORD

I DON'T MUCH CARE for shoot 'em ups, it has to be said. Which is why *Fantastic Voyage* comes as a massive shock to me, I'm enjoying it and can't wait to play some more. As a shoot 'em up, it has everything it needs: a steady learning curve that doesn't become frustrating, decent graphics and a half-decent plot (although that has more to do with the film than the game). The presentation throughout the game is absolutely first-class. The music is beautifully rendered and suits the proceedings perfectly and the graphics work just as well (apart from the odd glitch – nothing to get worried about). What it fails to do, however, is to capture the spirit of the film. Perhaps a lack of characters is the trouble: had there been the opportunity to get out of the vessel or to access a few screens inside the ship, Centaur would have had something. Don't go dismissing it on that point though, Fantastic Voyage is – dare I say it? – excellent.

A remarkably good film licence, despite the absence of the young Racquel Welch

Brian Nesbitt

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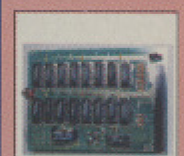
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They're back! Just when you thought it was safe to stand by the side of a cliff again, Psygnosis and DMA design have sent another horde of the furry morons scurrying in your direction.



OH NO! MORE LEMMINGS

OH NO! MORE LEMMINGS
PSYGNOSIS

PRICE
£19.99
(DATADISK)
£25.99
(STANDALONE)

OUT
NOW

GRAPHICS 88%

SOUND 87%

DURABILITY 88%

PLAYABILITY 93%

OVERALL 91%

THEY'RE STILL SMALL, furry and stupid. Those magnificent creatures with no sense of danger are back, in 100 new levels of suicidal silliness – good news for the thousands of you who were left gagging for more when your final Lemming found his way into the safety zone.

Oh No! More Lemmings comes in two varieties: a standalone version which loads and runs independently (and costs the now standard £25.99) and a data disk for owners of the original (at a whopping £19.99).

Whichever version you plump for, you get 100 levels divided into five sections: Tame, Crazy, Wild, Wicked and Havoc. The first of these is designed specifically for kids (see the Dave Jones Profile on page 24), and will therefore be of little interest to experienced players. There are also 10 all-new two-player levels for those of you with two mice to battle it out over.

One major difference is the absence of the supermarket jingles (*How Much Is That Doggie In The Window* and the rest), which have been replaced by a number of 'original' tunes – a sad loss.

ROCKY VI (Level 10)
An absolute killer this one! You've only got one floater, so use him well. It may take some time to work out, but if you try to attack from two fronts it might just see you through.

AND NOW THE END IS NEAR (Level 7)
Those five blockers won't be much use to you, because as you can see you have to get every one of the little darlings home safely.

INTRODUCING THE SUPERLEMMING!

YOU'RE USED TO guiding dozens of the little critters around, now try saving this solo suicide merchant. We won't tell you how to find him, but he's worth playing through just about every other level to get to. Faster than a speeding bullet, he's a nightmare to keep tabs on, but he can do most of the usual tricks. According to MA animator, Gary Timmons, the idea to use a Superlemming has been knocking around since the start, but it's taken until now for the technical trickery to be sorted out. No one has yet found Superlemming's true identity or secret weakness, but rest assured that as soon as we know you'll be the first.



THE WORD

LET'S GET THIS STRAIGHT from the start. *Oh No! More Lemmings* is simply more of the same. There are no new graphics, no new options and precious few surprises – what you get is 100 more puzzles of varying difficulty to pick up from where you left off. Except that it doesn't quite pick up where it left off, instead the first 20 levels are (as explained) designed specifically for kids to use, so they won't hold much appeal for any of you who completed the first lot. After they're out of the way, the serious stuff starts – and within minutes you'll find yourself in familiar territory: bashing the desk, pulling your hair out, screaming, ranting and turning red in the face. Wonderful, isn't it? I had my doubts about this when it first came into the office – the price seemed high for what was really only an extra 80 levels, and at first all it generated was a sense of déjà vu (the restriction of the two-player game to 10 levels also seemed a touch miserable). The trouble was that when I went to sit down and actually put these feelings on paper, I couldn't drag myself away from the computer to get started! It may be more of the same, there may be a lack of consistency in the toughness of the levels, it may even be outrageously expensive (Psygnosis probably reckons that you can charge what you like when you're selling to addicts), but this is just as compulsive and frustrating as the original – great stuff.

Another fix for Lemming junkies

Ciarán Brennan



What's this? Not one, but two completely separate data disks arrive on our doorsteps almost simultaneously! Looks like it's time to forget about those little furry creatures for a second to try out...

POWER-MONGER WW1 EDITION
ELECTRONIC ARTS

PRICE
£14.99
REQUIRES ORIGINAL POWERMONGER DISK

OUT NOW

GRAPHICS 90%

SOUND 85%

DURABILITY 60%

PLAYABILITY 86%

OVERALL 79%

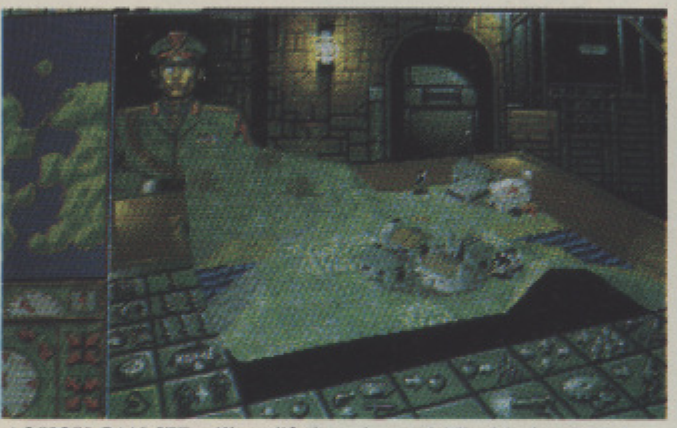
POWERMONGER
WORLD WAR ONE EDITION

Ah! I can remember it well... sleepless nights of slaughter, pillage and formation marching, hours spent scouring the land for arms and recruits and then jumping out on unsuspecting armies with nothing but hope, surprise and a very large cannon on your side.

That was the magic that was *Powermonger*: an addictive, original and versatile game that left you free to decide your own course of action. You could play tactically or just jump in and start swinging – it really didn't matter, all you had to do was win.

Well now it's back – except that this time you're leading your plucky band of eager diehards into the 'war to end all wars'. Gone are the bows, arrows and swords, to be replaced by tanks, rifles and planes. You still have your Generals, only this time around the original's scurrilous assortment has been replaced by stiff-backed officer material.

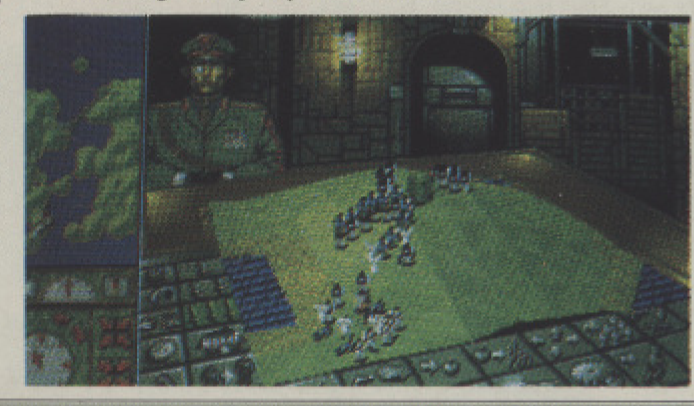
The battleground is the Western Front and nobody is looking for a game of football (even on Christmas Day), so get out your tin hat, plop yourself into a soggy trench and wait for the call to go over the top, as Powermonger enters the 20th Century.



AS YOU CAN SEE, village life has changed. The blacksmith's is now a factory, every town has a Red Cross tent and the sheep have evolved into deer, but apart from the constantly-patrolling sentries, life goes on pretty much as normal.



BY JOVE, IT'S A TANK. After a full 10 minutes (and that's real time!) your intrepid force has finally completed its task. And as you try it on for size, your joyous conscripts conga wildly around the town square (also in real time).



NOT ONLY IS IT a perfect fit, it works quite well too. The tank in battle gives you more than just an edge, it completely tips the scales in your favour.



THANKS TO THE MIRACLE of modern technology, orders given to your subordinate Generals are carried out instantaneously. An unfortunate side effect of this is that each of your enemies has the same facility – they can spot you a mile away and more often than not home in for the kill.

THE WORD

Less of the same

IN ALL MAJOR RESPECTS this data disk is identical to the original *Powermonger*, containing many of the elements that bleary-eyed Powermonger fans have grown to know and love: the red, yellow and blue armies are all present and correct and the objective remains the same – to destroy and subjugate all opposition. The control panel and background graphics have been nicely updated to convey a modern military feel and your Generals all cut a fine dash in their dress uniforms. But all of this is really only cosmetic – the most important question is, does it have anything new to offer? The frank answer is no – this adds nothing to the original, and actually offers less scope in some cases than its predecessor! The inventing system has been whittled down to produce only three options: guns, planes and tanks. The first of these is easy to create, but the rest of them take so long to manufacture that they can only really be considered for novelty value. The games therefore tend to revolve around inventing guns before the enemy catches up with you... and little else. Gone is the subtlety and variety of the original – and as you need the original to play this, it all seems pointless really. If you've finished the original and are in desperate need of some more megalomania, then by all means buy it – but don't expect a fresh challenge.

Gordon Barrick

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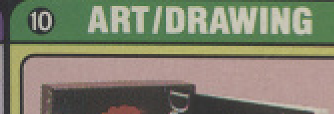
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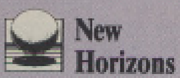




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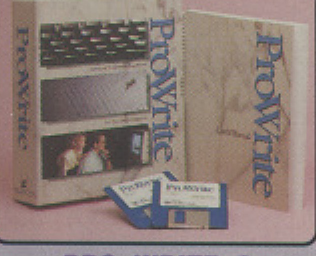
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Don Bluth, master of cartoons, strikes back with a sequel to the best-selling *Space Ace*. But this time, has he remembered to pack a game as well as a paintbrush?

SPACE ACE

SPACE ACE II
READYSOFT

PRICE **£34.99**

OUT **NOW**

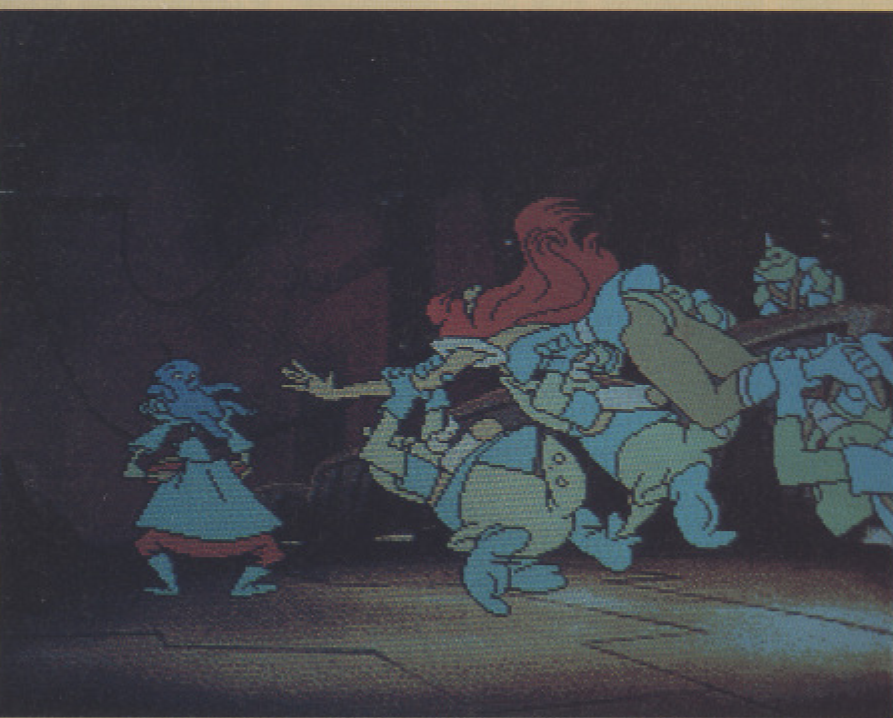
GRAPHICS **92%**

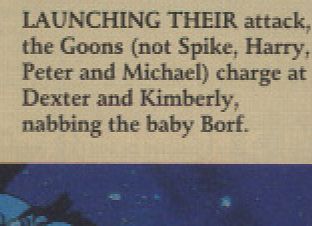
SOUND **92%**

DURABILITY **56%**

PLAYABILITY **55%**

OVERALL **55%**





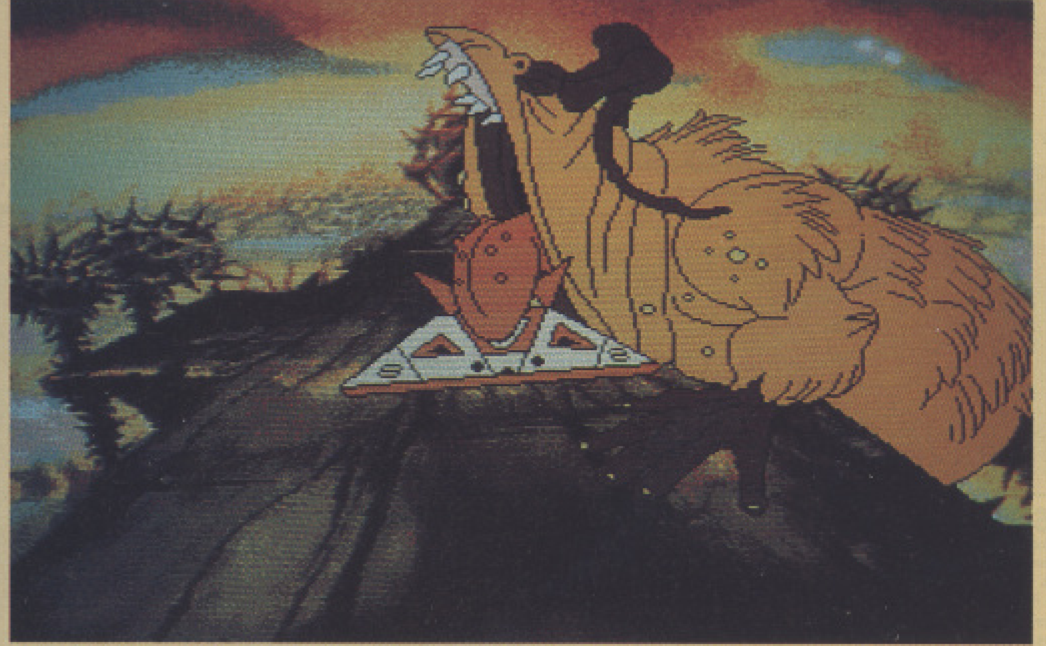
LAUNCHING THEIR attack, the Goons (not Spike, Harry, Peter and Michael) charge at Dexter and Kimberly, nabbing the baby Borf.

JUST WHEN YOU THOUGHT it was safe to live on Earth! Having battled through the original *Space Ace* coin-op (and home conversion), Dexter and his missus finally managed to reduce the evil Commander Borf to an infant child and save the world from the terrors of the Infanto Ray.

Of course, no evil Commander worth his salt is going to be without his henchmen, and no sooner has Kimberly picked up the little baby for a cuddle than Borf's men swipe back the pair and reverse the effects of the ray, restoring Borf to his former glory. Looks like Dexter (and his alter ego, Space Ace) are going to have to go through it all one more time.



REVERSING THE INFANTO RAY, Borf regains his natural size and nastiness. Grabbing Kimberly, he heads off for his base on a nearby planet.



NO SOONER HAS DEXTER landed than he's attacked. A giant yellow monster sees him and his ship as a tasty snack between meals.

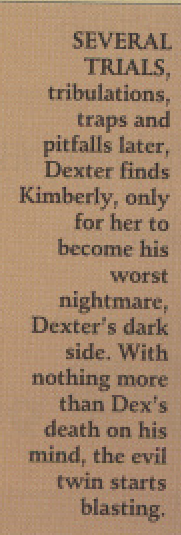


ESCAPING THE MONSTER, Ace next finds himself attacked by the killer cats. Time for Space Ace to appear and lend a hand.



THE GIANT yellow monster makes a re-appearance as Ace runs across a bridge. A quick blast or two should do the trick.

Early versions are incompatible with the Amiga 500 Plus. Make sure you check with your stockist before purchasing.









SEVERAL TRIALS, tribulations, traps and pitfalls later, Dexter finds Kimberly, only for her to become his worst nightmare, Dexter's dark side. With nothing more than Dex's death on his mind, the evil twin starts blasting.



MAKING IT INTO the base, the diminutive Dexter stumbles onto a robot patrol sentinel. Avoiding the lasers, he hurries towards the door on the far side of the room.



GROWING IN SIZE, the dark Dex has a similar idea to the yellow monster outside. Avoiding his mouth, Dexter hops down the giant's body, avoiding laser blasts as he goes.

THE WORD

SPACE ACE II HAS all of the usual Don Bluth trademarks: beautiful graphics, wonderful sound and little or no gameplay – although there is some consolation in that this time around it's a tenner cheaper. Funnily enough, the game is almost enjoyable; despite the lack of involvement, you do want to see what comes next, so you're likely to find yourself plodding on with each screen until you complete it (a tribute to Don Bluth's fantastic graphics). It has to be said, though, that you could probably finish the game in a matter of days and once you know what to do, you can play through it in less then 10 minutes – not what you expect for £35.

Enjoyable enough until it's over (which won't take very long)

The presentation is another problem: constant disk accessing means constant interruptions and causes the story, the game and your interest to collapse around your ears. The save/load option is welcome, cutting out the need to play through each scene every time you restart, but in most respects Space Ace II is exactly the same as all its predecessors: while fairly strong in the short term, it doesn't have much to offer in the long. And that's really what's stopping you from parting with your cash. This is one of those computer 'experiences' which it's worth seeing at least once (and maybe even having a go at), but you should certainly think long and hard before shelling out for it.

Paul Presley



To explore strange new life and new civilisations, Mindcraft has boldly interlocked where no game has interlocked before.

RULES OF ENGAGEMENT



RULES OF ENGAGE-MENT
Mindcraft

PRICE
£25.99

OUT
DECEMBER

GRAPHICS 61%

SOUND 60%

DURABILITY 78%

PLAYABILITY 75%

OVERALL 75%

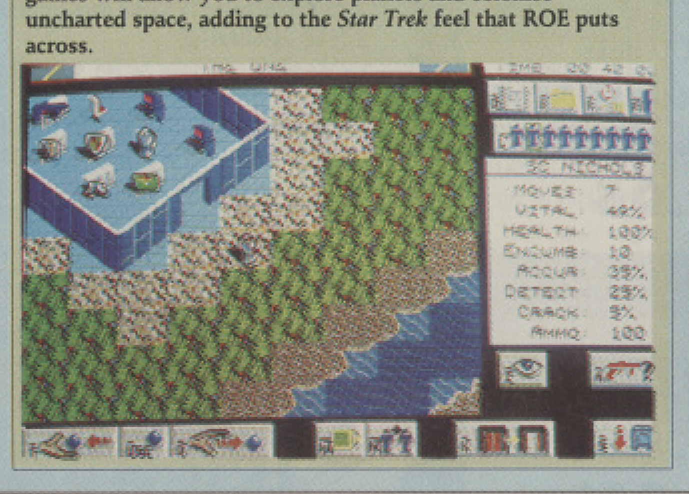
SOME TIME LATE in the 24th century, a sleek white ship pulls slowly out of the orbital docking station, ready to undertake its maiden voyage. At the controls sits a young fleet commander, fresh out of the academy, eager for his first taste of real combat. Around him on the bridge, his crew gaze at their control panels, making fine adjustments to the speed, course and altitude as they take the ship clear of the launching platform and out into deep space.

Rules Of Engagement covers the entire spectrum of interstellar warfare, placing you at the command of one or more Destroyers, Cruisers or Scouts, as you do your bit for the Federated Worlds war.

PANEL 303 is the tactical readout display, everything you need for locating, targeting and destroying enemy ships and outposts.

RULES OF ENGAGEMENT'S BIGGEST GIMMICK is the Interlocking Game System, an option that allows you to 'link' two games together to create a larger whole. *Breach 2* is the game in question, a small-scale wargame concerned with intergalactic skirmishes. What IGS does (provided that you have both games and a hard drive to install them to) is to make use of each game at the appropriate moment. For example, in ROE you close on another craft, disable it and send across a boarding party. Instead of just seeing the simulated readout of the battle, Breach 2 would be loaded and you'd actually control the action.

The main thing to remember is that each game can be played as a separate entity (and both are fairly enjoyable) but together they help to create a more solid environment. Future IGS games will allow you to explore planets and colonise uncharted space, adding to the *Star Trek* feel that ROE puts across.





THE NAVIGATIONAL PANEL contains, as the name implies, all of your directional, velocity and scanning controls.

IT'S LIFE JIM, but not as we know it. Consult the on-board alien lifeform database for all you need to know about your enemy.

THE WORD

***RULES OF ENGAGEMENT* REALLY FEELS like it's been based screen for screen on *Star Trek* and *Star Trek: The Next Generation*. Each of the control panels contains all of the buttons, lights and switches you'd expect to find on the Enterprise's bridge and to add to this feeling, the style of the graphics is very similar to what you see on the TV shows (this is a strangely-timed release for EA considering that it is on the verge of releasing an official Star Trek game). It's the Star Trek feel that really saves the game from falling into standard strategy game levels: fans of the show will have no trouble pretending that it's an official licence and it does play quite well, once you're used to it.**

A voyage of exploration for lovers of in-depth gameplay

Fortunately, there's a pretty comprehensive tutorial to follow (separate ones for mouse and keyboard users!) and you can get to grips with the basics pretty quickly. As with most strategy games, if you sit down and familiarise yourself with all of the controls, you're going to get a lot more out of it, not being restricted to average, computer-based manoeuvres. Rules Of Engagement is definitely not everyone's cup of tea, but compared to most other sci-fi wargames, it's certainly one of the better ones, and when used in conjunction with *Breach 2* (see panel) actually becomes quite enjoyable.

Paul Presley

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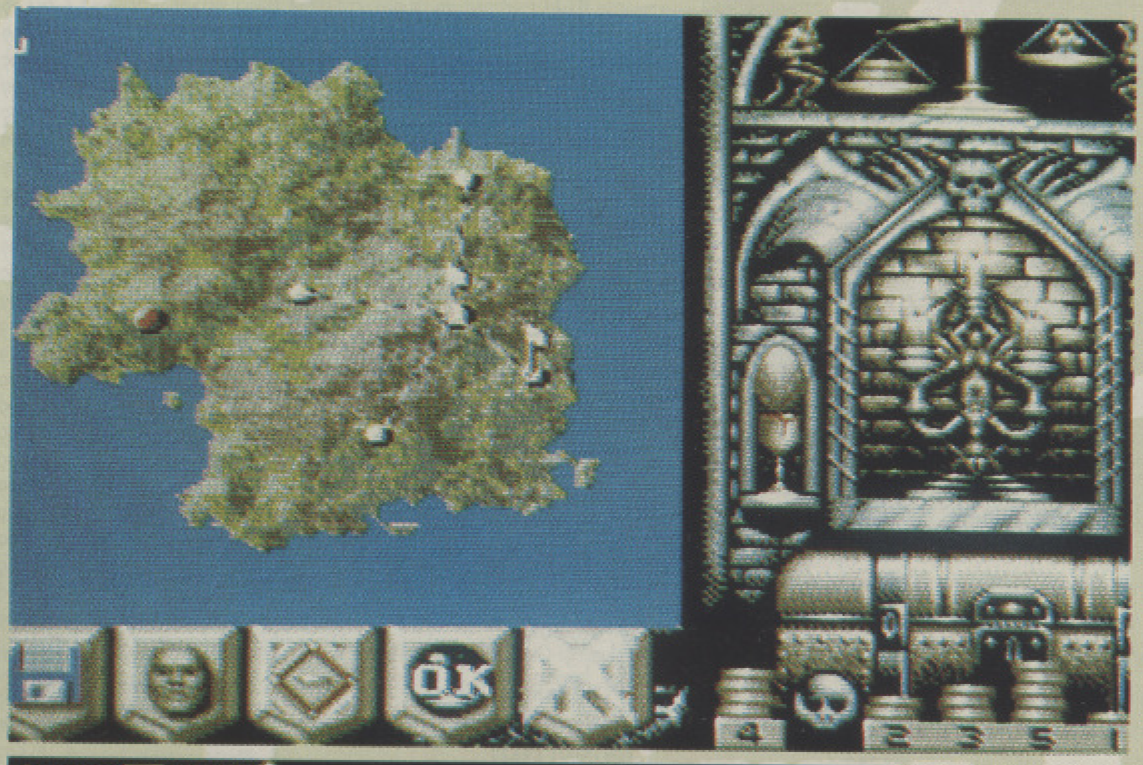



THE INTRO SEQUENCE, depicting your father's funeral barge sailing away, followed by your vow to the gods to take revenge for his death, is backed up by a truly beautiful piece of music.

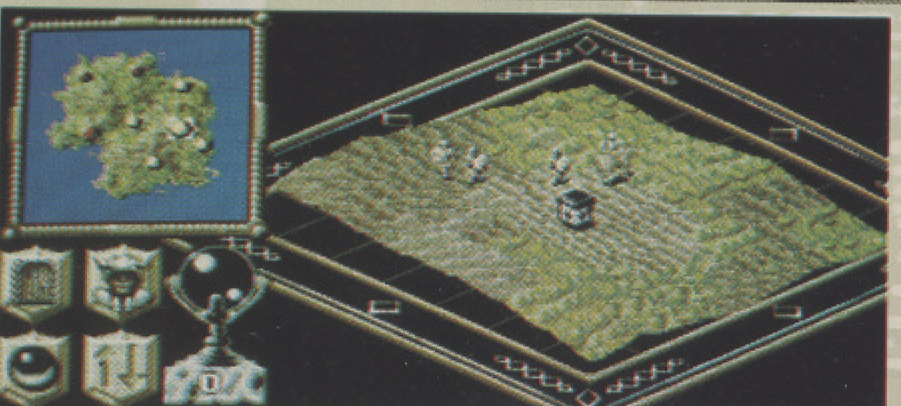
REALMS

YOUR FATHER LIES DEAD, slain at the hands of marauding invaders. As you silently watch his funeral barge drift out to the high seas, you swear to wreak vengeance on the parties responsible, ending the wars that rage across the known world.

So starts *Realms*, another venture into the popular 'God' sims/wargames, started an age ago (at least that's what it feels like) by Bullfrog's *Populous*. Little men roam around a semi three-dimensional fractal landscape, sacking enemy towns and killing opposing armies. Realms takes the strategic content just a little bit further, forcing you to take care of your own towns' needs by supplying them with food and keeping their health up. All a bit much? To be honest, it doesn't seem like quite enough.

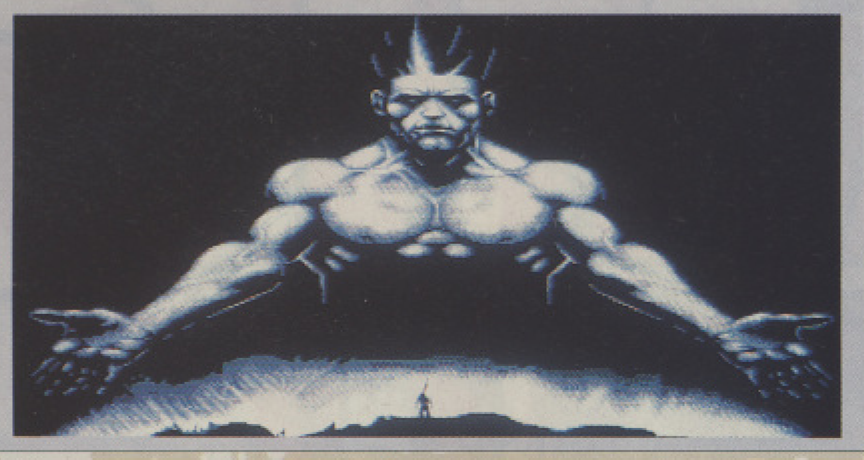


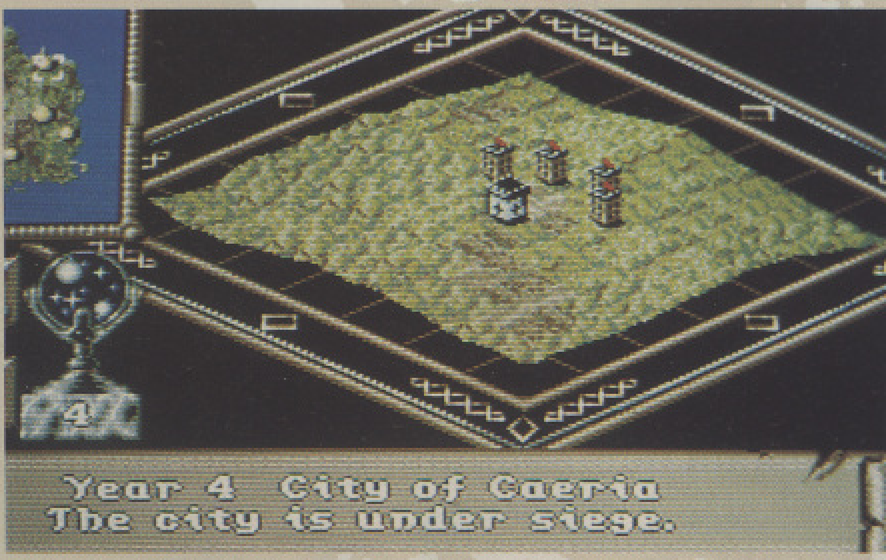
YOUR OVERALL STRATEGY can be worked on from the world map. Armies, cities, tax routes and all the other information you need to plan your winning tactics are available to you and what's more, the game pauses while you're here, giving you time to think.



FOR A MORE IMMEDIATE view of the surroundings (and to put your plans into operation), the playfield screen must be used, zooming in to the familiar 3D view.







TO TAKE CONTROL of an enemy town, a siege is the preferred option (you could just storm the gates, but this tends to cause a huge amount of casualties on both sides). Setting up in makeshift towers around the city, your army effectively blocks off all trade routes and slowly causes the inhabitants to grow hungry and weak, eventually leading in surrender.



TO KEEP A CITY ALIVE, various options – from building fortifications to recruiting soldiers – are available on the city screen.



ARMIES (FOOT-SOLDIERS or horse-mounted cavalry) form the backbone of your conquest. Each unit of soldiers can be equipped to your own tastes, selecting which armour to use with which weapon and whether they should be armed with long range weaponry.



WHEN TWO TRIBES go to war... the battlefield screen is called up. Both sides amass their troops, set up their formations, select their targets and let rip. Bows deplete troops before they reach you, but once the battle is joined, chaos breaks out.

THE WORD

YES, IT'S LIKE *POWERMONGER* and no, it's not as good. *Realms* has missed quite a few opportunities with its design, most notably in the combat sections. The whole process of laying siege to a town is glossed over and the battles could have had a lot more depth and strategic content. The rather unfriendly manual doesn't help either, explaining all too briefly what the different icons mean and leaving the player to get on with it. It is playable though and, despite being little different from many others, it works well enough on-screen to make up for the previous grey areas. The animations are simple enough to avoid looking cute (à la *Lemmings*) and the controls are clear, concise and easy to get to grips with. In fact, the only real problem is that Realms is trying to enter a market that's flooded with similar strategy titles (Powermonger, *Mega lo Mania* and so on). It doesn't have quite enough variation to make it viable for the experienced warmonger and isn't accessible enough for newcomers.

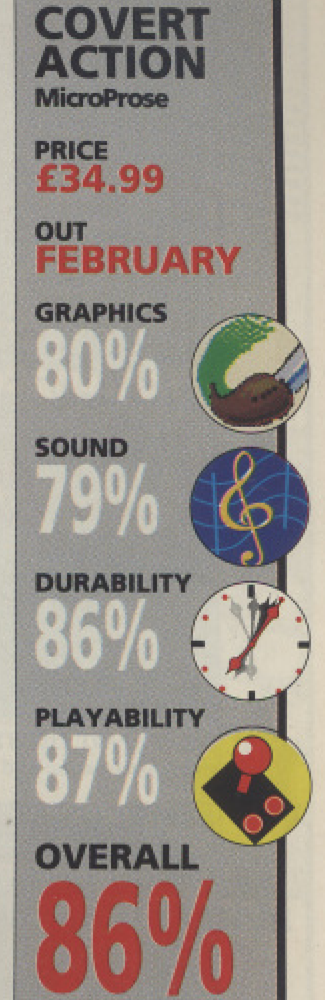
Doesn't enter any new territory but does what it sets out to with a degree of competence

Paul Presley



With the cold war finally thawing out, what better time to heat it all up again? Secret Agent Remington – Max Remington dabbles in a spot of global intrigue.

COVERT ACTION



MAX REMINGTON IS MORE than just a secret agent. He's the CIA's top-ranking field operative, one of the most deadly men you'd ever care to meet, a womaniser, a risk-taker and a global hero: unless you decide to play as Maxine Remington in which case everything is reversed.

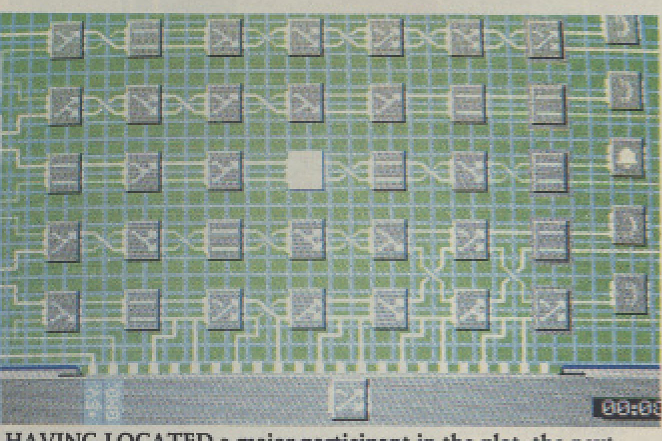
Covert Action deals with counter-terrorism at the highest level. 26 criminal 'masterminds' are at work, each with their own fiendish plans, made up of a series of smaller crimes. As Max (or Maxine) your task is to foil as many of the crimes as possible, uncovering clues detailing the overall plan. Work out who's responsible, track them down and arrest them. All in a day's work for the average spy.



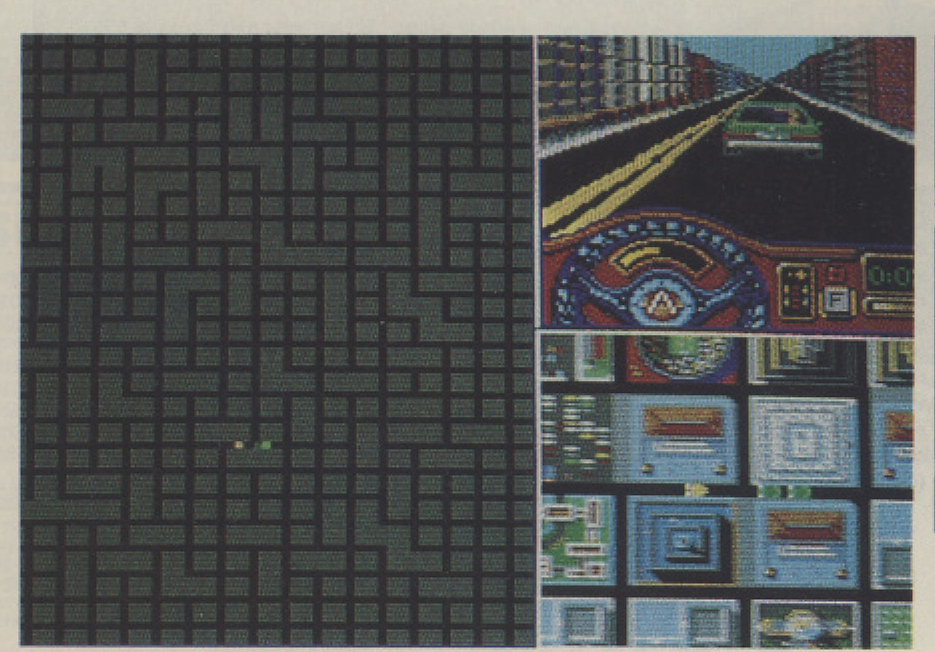
EACH MISSION starts with a briefing from the CIA chief. The intelligence services have discovered a few clues that point to a major plot. The president is worried and wants you on the case.

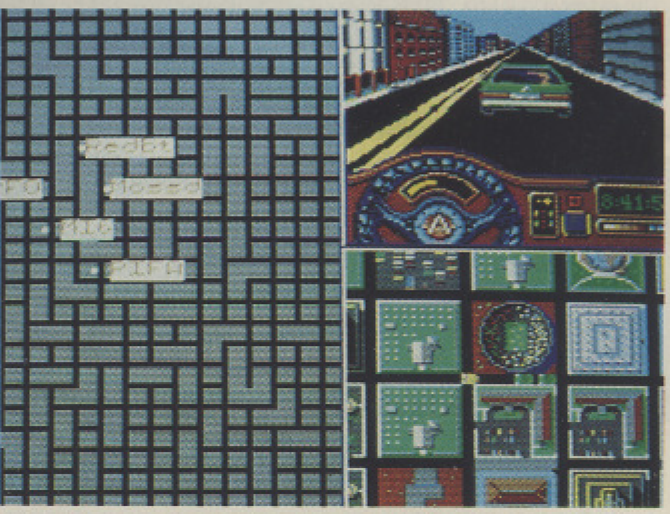
CRYPTO WORKSTATION, Msg #M282

ONE OF YOUR FIRST tasks will be to decipher any coded messages that have been uncovered. A simple case of letter transferral (A=E and R=J for example.) is the order of the day. At higher levels, things are tougher as you don't get any spaces between the words to work with.

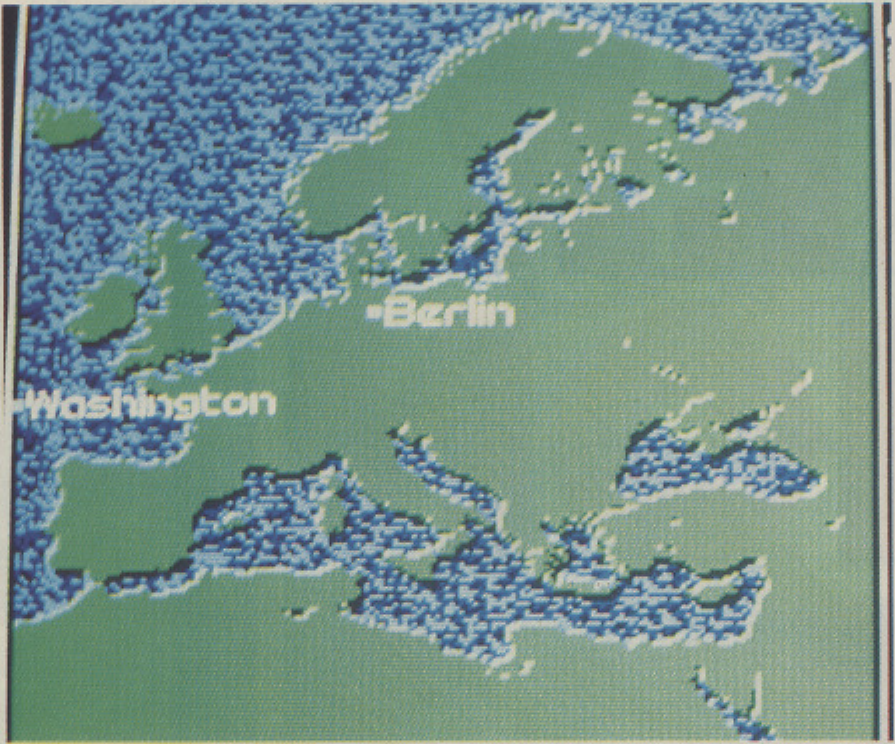


HAVING LOCATED a major participant in the plot, the next thing to do is to place a wire-tap on their phone. Re-direct the current by exchanging one circuit for another. Just make sure you don't set off one of the alarms or there'll be trouble.





TAILING A SUSPECT through the streets of your current city is a tricky process. With two cars at your disposal, you have to try and prevent each from becoming too conspicuous by guessing which road Charlie (the suspect) will take.



YOU'RE NOT LIMITED to Washington DC in your investigations. Crime-busting is a global occupation and your clues might point you anywhere in the world.

Agent
Name: Agent A
Rank: Organizer
Org: Red Battalion
City: Washington
Role: Organizer
Rcvd msg fm Emma Ballard of the DActn in Washington.
(message not decoded)
Sent msg to Hasan Daoud of the LibEb on
Sent msg to Gerard Merrick.
(message not decoded)

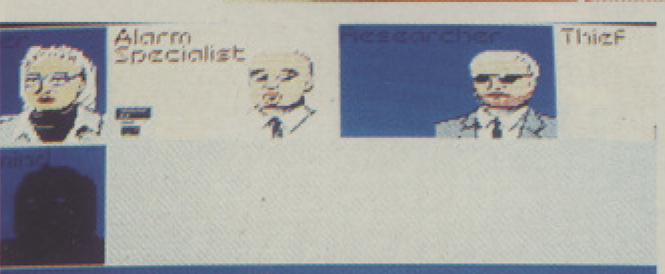
ONCE INFORMATION is gathered, it's collated, cross-checked and compiled with existing information on the relevant subject and put into a file. At any point in the game you can call up a data file to help make sense of a particular clue.



ANOTHER WAY to gain information (or even to arrest a suspect) is to break in to their hideout, guns a-blazing. Arm yourself with the special equipment (Q's been hard at work) and either take things slowly and carefully, avoiding the bad guys, or blow away everyone who comes close.



WHENEVER YOU CHECK into the CIA offices, you can make use of their various information departments to look for clues, connections and other data. Sam, your right-hand man/woman is always on hand (on the easier levels) to point you in the right direction.



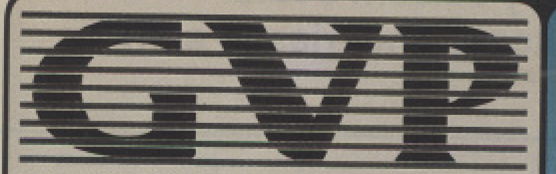
WHEN A CASE IS CLOSED, you're treated to a summary of the events. Here you can see where you went wrong, where the bad guys went wrong and where everything was a complete success (or failure).

THE WORD

DON'T EXPECT an all-singing, all-dancing James Bond adventure with *Covert Action*. Its feet are firmly planted in the real world, which means there is plenty of leg work and cloak and dagger action to be done in order to win the day. Essentially, Covert Action is just a collection of four sub-games – code breaking, driving, phone tapping and break-ins – tied together by each of the 26 plots. The surprising thing is that it works. Although the plots tend to become repetitive after 10 or 11 cases, the challenge remains constant throughout and it's hardly likely that anyone is going to sit down and attempt to complete the entire game in one go. Covert Action has plenty of lasting appeal and isn't hindered in the slightest by the simplistic graphic style. The only thing that does hinder it is the apparent lack of action: even the break-ins are more of a strategic affair than they should have been. The trouble is that Covert Action is a year-old PC game and rather than trying to improve things during the conversion, MicroProse has taken it byte for byte. Which is a shame, as with some tweaks to the presentation and a bit of thought applied to the content of the messages, it could have been much better. It's still a great game, but with a limited appeal. The only other question remaining to ask is why Gorbachev appears to be head of the CIA? I've heard of Glasnost, but isn't this taking things a little too far?

Very different, very absorbing and very enjoyable

Paul Presley



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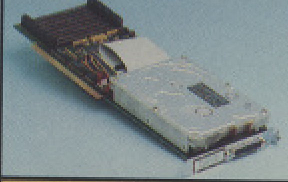


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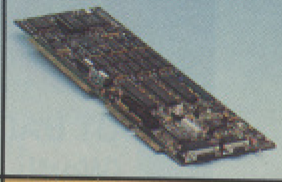


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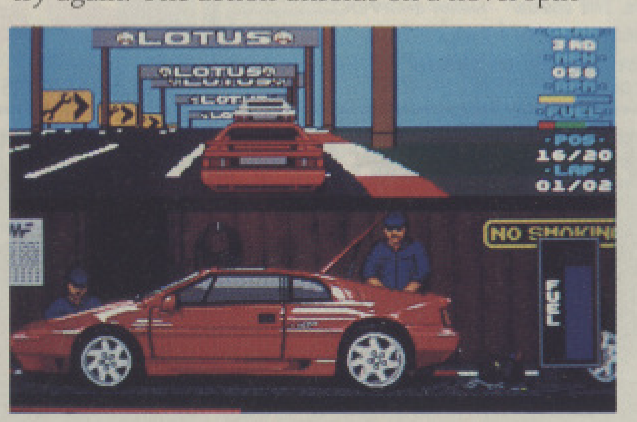
LOTUS ESPRIT TURBO CHALLENGE

STAR BUY

GBH £7.99

THE LOTUS ESPRIT TURBO is a sexy machine, better looking than Julia Roberts, smoother than Cary Grant and it goes better than... (snip). It's the ultimate posing car – everyone wants to dive into the leather upholstery and put its acceleration to the test. But if you're one of the vast majority who's never going to get the chance to test drive the real thing, then Gremlin's original licensed game could be for you.

Lotus Esprit Turbo Challenge (89 per cent, Issue 26) offers the player 32 tracks from around the world to test out this dream machine. It's no standard test drive though, as you're pitted against a whole host of other drivers – and if you don't manage to finish among the top 10, you'll have to go back to the starting grid and try again. The action unfolds on a novel split-screen display, allowing high-competition two-player fun.



At the start of each race you can choose from four groovy musical tracks (or sound effects if you prefer), and once you're happy with that, it's time to put the pedal to the metal. Depending on what difficulty level you've chosen, there are seven, 10 or 15 races to be run – but because there's no save-game option, you'll have to finish the whole course in one session. Your position on the starting grid of each race is determined by your finishing position in the last: come first and you'll start in 20th, and vice versa.

Lotus Esprit is far from amazing to look at – the sprites and backgrounds are already showing their age – but the 3D feel of the hairpin bends and lethal chicanes is enough to compensate, not to mention the speed and the irritating obstacles, like rocks and road signs which add an element of surprise. And after all, it's the playability that counts.

Although *Lotus Turbo Challenge 2* is definitely an improvement over this, there are some elements where the original game gives it a run for its money

Lotus Esprit Turbo Challenge is a great adrenalin pumping treat, even for those of you who have just purchased its sequel.

5

OPERATION THUNDERBOLT



HIT SQUAD £7.99

THE DC-10 airliner from Paris to Boston has been hijacked by a gang of terrorists who have threatened to kill everyone aboard if their comrades aren't released from jail. The plane lands in Kalubya, where the hostages are hidden. This leaves one thing to do: call Roy Adams, the man who carried out Operation Wolf, and his mate Hardy Jones (because this time it's going to be tougher).

Taito's *Operation Thunderbolt* (90 per cent, Issue 16) is the sequel to the original coin-op blaster *Operation Wolf*. It maintains the same perspective (from the player's eyes), and basically the same gameplay – the only real difference is the two-player option which enhances its long-term appeal.

The action needs little explanation, you just need to keep your wits about you and see off the advancing enemies. In two- player mode you only have to shoot the terrorists on your own side of the screen.

Following its successful translation of the original, Ocean has done the trick again. Its predecessor was great, but this sequel is even better – well worth a very long look.

4

RATING



BETTER THAN EXCELLENT (Worth stealing)



EXCELLENT (Worth buying)



NOT BAD (Worth borrowing)



BAD (Worth a small peek)



WORSE THAN BAD (Worthless)

UNTOUCHABLES



HIT SQUAD £7.99

THE GUY: ELIOT NESS. The place: Chicago. The year: 1930. The black market for liquor is more lucrative than ever, and Alfonsa Capone is making higher profits than anyone from this illicit enterprise (he's the controller of the whole underground booze-ness). This makes Capone top of the Chicago Police Department's list of wanted criminals. The trouble is, most of the Department is either on Capone's payroll or too scared to do anything about him, so securing a conviction is almost impossible.

That leaves only one man... Federal Treasury Officer Eliot Ness. He, along with a small select group, do the job the cops won't do. Ness, Jim Malone, Oscar Wallace and George Stone, aim to crush Capone and put a stop to the flow of illegal liquor for good – they are the untouchables.

The Untouchables (86 per cent, Issue 15) is one of those multi-level games that tries to cram a piece of every game type ever invented into one package while still retaining some of the film's story and style – and, surprisingly enough, Ocean seems to have achieved this quite well.

Your first setting is in one of Capone's liquor warehouses, where 10 of Capone's accountants are running scared carrying valuable evidence in the form of ledger pages. The bad guys do their best to avoid you by leaping around the crates (an arrow in the top right indicates where the nearest accountant is).

When you have all the ledger pages, you've got enough evidence to go to the next stage of the operation, an *Operation Wolf*-style shoot 'em up set on a bridge where trucks loaded with liquor try to pass.

Each stage is different in style, both graphically and in terms of gameplay, so there's plenty of variety.

Don't be put off if you've tried other film licences and they weren't up to scratch, this is a good reconstruction – and an enjoyable game in its own right.

4

GHOULS 'N' GHOSTS

KIXX £7.99

YOU'RE SIR ARTHUR Lancelittle, a knight with a mission... to find himself a girlfriend. And it looks as though your luck could be in, as you've just heard a damsel in distress calling for your help – surely this is your chance to kick some dragon ass and have some fun.

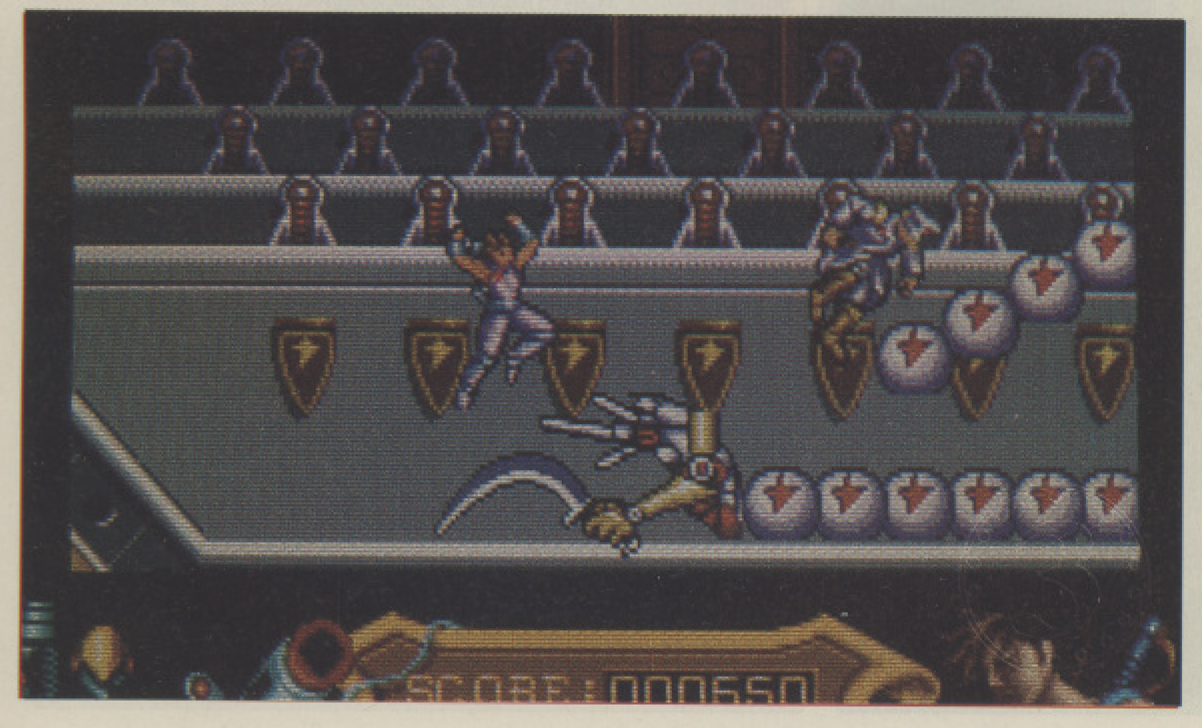
But little do you know that it isn't a boring old dragon that's holding your future love partner, but the Devil! He's hiding far away on a landscape full of Ghoulies and Ghosties.

Ghouls 'N' Ghosts (80 per cent, Issue 15), the sequel to *Ghost 'N' Goblins*, has the traditional platform romp gameplay: ugly flower-spurting blobs and scythe-wielding skeletons are just some of the weirdos that prance about the landscape attempting to stop you in your quest. Their first hit will send your armour back to the cleaners, but you can still progress through the level. Watch out for the next hit though, as this could kill you.

You're armed with an unlimited supply of lances, which can be flung across the screen and wipe out most things in its path. Other weapons (such as a dagger) can be found by smashing open the chests which appear along the way (you'll find that some pick-ups are useful and some aren't – but it's fun finding out which are which).

Ghouls 'N' Ghosts may stick to a tried and trusted formula, but it does it with some style making it one of the best of its type.

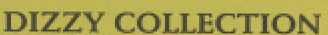
3



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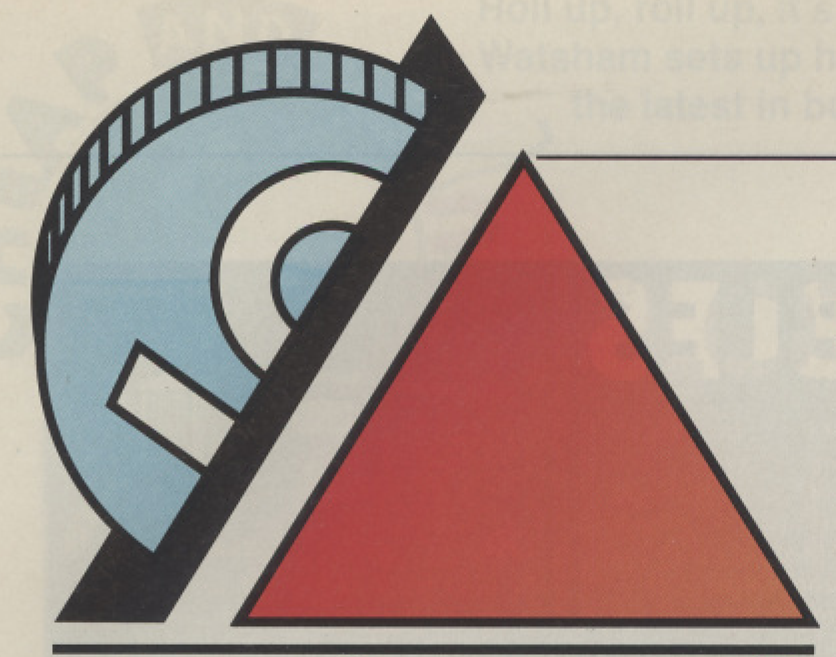


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ARCADES

John Cook bites the bullet and accepts a task which would have finished a lesser man... a harrowing trip to Florida to face this year's International Association of Amusement Parks and Attractions show.

AS TRADE SHOWS GO, the 1991 convention of the International Association of Amusement Parks and Attractions – held in the quaintly named Orange Country Convention Centre – was okay. But then I suppose that I have to say that really... any event where you can get sunburn in November counts as pretty bloody marvellous as far as I'm concerned (but I have to play it down a bit otherwise the rest of *The One* team will wise up and decide to go themselves next year). As the man said, it's a dirty job... but someone's got to do it.

So what was it all about then? In the balmy Florida sunshine, men in suits pottered around trying to sell their wares – a term which includes everything from multi-multi million dollar attractions to dime a dozen cuddly fluffy toys. And, as ever, us Brits were out there in force!

The highest profile belonged to Leicester-based W Industries, which performed the official US launch of its Virtuality™ Virtual Reality Entertainment System. And as it happened, this stand was the talk of the show, with



ONE OF THE MANY products making an exhibition of themselves in Florida was Rediffusion's Venturer II (above).

KIDDIE RIDES-Sega

THE 16TH CENTURY JESUITS used to say that if you gave 'em the child early enough, they would deliver the man (which, roughly translated, means "brainwash 'em young"). Well... I'm sure that wasn't in Sega's collective mind at all when these little beauties were developed, but the two games that were on display at the recent AMOA certainly were certainly in the 'get 'em young' school of marketing.

Comprising a driving game and a flying game, these semi-interactive efforts chug and sway gently according to what's happening on screen – probably enough to keep the average four year-old happy, but don't try squeezing in the unit yourself if you're looking for the ultimate video game challenge, eh?



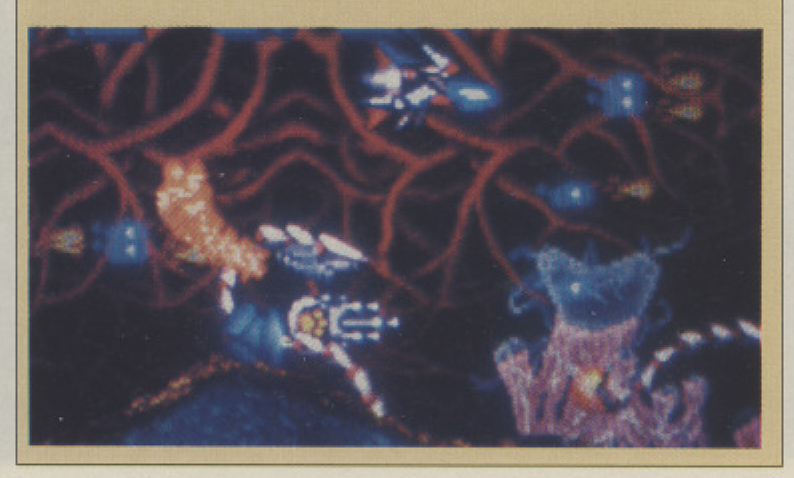
TWO FROM SEGA that are definitely child's play.



XEXEX-Konami

KONAMI HAS COME UP with a very interesting looking game this time, all housed inside a horizontally scrolling, *R-Type* style vehicle. Let's get out the checklist a minute. Yes, we have a silly scenario – with Princess Elaine trapped on the Planet E-Square, somewhere in the mists of time. Yes, we have power-ups, end of level Boss monsters and millions of flying bullets. But hang on, there's something new too! Very stylised graphics with about a zillion colours at our disposal.

That said, the gameplay is nothing new, but it plays well enough and the new graphic approach is visually pleasing (even approaching the stunning from time to time). Worth a try.



constant queues of trade punters eager to try the Latest Thang (portly corporate types were ushered into an inner sanctum and, no doubt, given a thorough seeing to).

Two new games were on offer: *EcoRex (Heavy Metal in Europe)* a monster robot bloodfest, and *Dactyl Nightmare* (simply *Nightmare* on this side of the pond) which allowed networked players to practice all sorts of hand to hand combat deep in Cyberspace. Watch out for full reviews of both of these titles next month... along with some details of W's super secret role-playing VR extravaganza.



DIZZY HEIGHTS: the Orbotron allows you to spin around on three axes.

A US company called Horizon is taking the system over there – and there's also an unexpected alliance with a name more familiar to the home computing community, Spectrum HoloByte (creator of *Falcon* et al). Spectrum, Horizon and W are coming together to form a development entity called *CyberStudio* – although the details of what it's going to do and where it is based appear to be somewhat hazy right now. Interesting stuff, and probably not the last time that we'll find home computing companies mixed up in VR.

The other major UK-based company making an exhibition of itself was Rediffusion Simulations, which now has a significant stake in the 'entertainment simulator' business: broadly speaking, these are the things that you step into with other people, watch a TV screen, and get shaken about vigorously in synchrony with the action on the screen (and wouldn't you know it, they're as popular as released hostages at RAF Lyneham).

At IAAPA, Rediffusion was launching the Venturer II – a 14 seater mid-range thing, with digital sound and video and lots of fab software – including a trip down Niagara Falls... just the thing for a post breakfast outing.

The great mechanical beast looks good – but an expectant trade is still waiting (with the proverbial bated breath) for the Commander, Rediffusion's two seater, interactive simulator. With all sorts of rumours about the subject matter and quality of the first software, the smart money is on a flight sim with... gasp... texture mapping! It doesn't sound much, but this is a technique where you paste patterns onto polys in realtime. Okay, it makes a bunch of triangles look prettier.

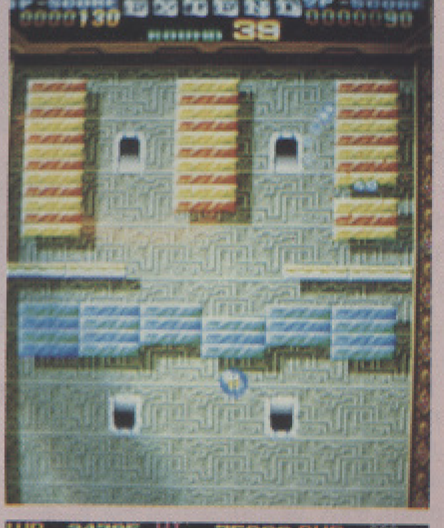
However, the product launch has already been put back once – and chances are it'll not turn up until the UK ATEI show in February. Unless we can get a mole in there first!

Other highlights of IAAPA – my first experience of High Definition TV (it really is astonishing beyond belief), the million dollar Cameleon and the Orbotron which lets you spin around in three axes. Weird.

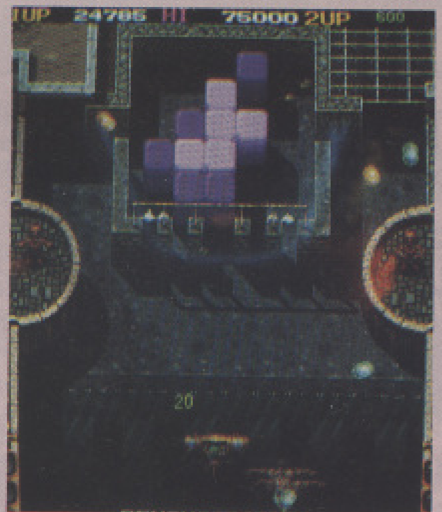
BLOCK BLOCK-Capcom

GHOX-Toaplan

BREAKOUT WAS ONE of the original video game formats, and it still pops up from time to time in various guises, sometimes with astonishing success. Here are two more additions to the ranks – *Block Block* brings chunky graphics and complex playfields to the party and very fine it is too, as you would expect from Capcom.



More inspirational, however, is Toaplan's *Ghox* – better known for its wild super-fast action shoot 'em ups. I don't understand the scenario yet, but as you knock out the bricks, little fairies and coins rain down on you, along with gems and stuff. I'm going back for more – and that suggests that Toaplan has got it right on this one.



LETHAL THUNDER-Irem

A GOOD FRIEND OF MINE – a long standing arcade fanatic – has saved a lot of money recently. He's stopped playing vids because he's bored with playing the (ahem) "same shit in a different package." This is not to criticise *Lethal Thunder* per se, but does Irem really believe it to be significantly different from its last vertical scrolling shoot-em up?



As they say... for fans of the genre only (or if you've never played a vertical scroller before, maybe it's time you joined the human race and had a go at this one).

FATAL FURY-Neo Geo

A NEW FIGHTING GAME for the Neo Geo, a company which continues to get better and better. Nothing particularly outstanding here, but it's certainly a well crafted effort (how shall we put this?) in the style of certain Capcom titles, perhaps beginning with F and having a very similar loading screen. But there's the collective unconscious for you eh?



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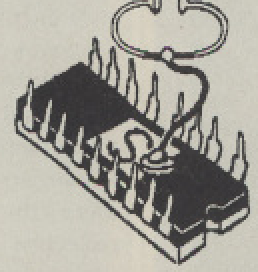


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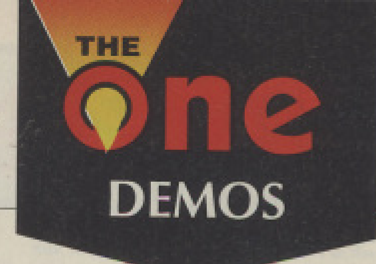


STAR ASSOC. COMPUTERS

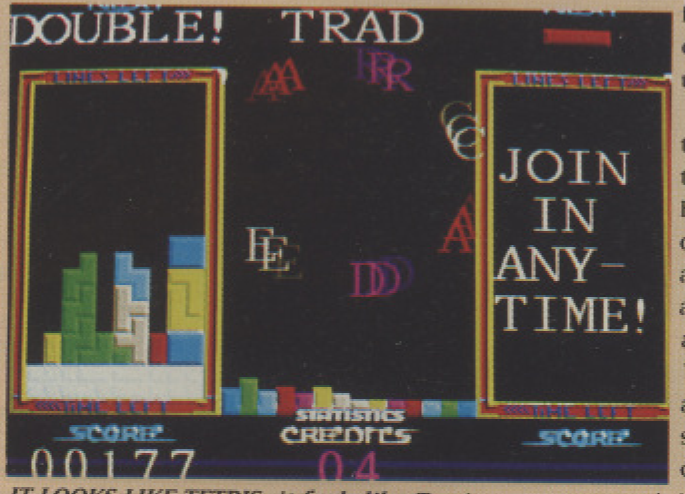
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DEMOS



IT LOOKS LIKE TETRIS, it feels like Tetris, but with two players it's a lot more fun.

THE DAYS ARE GROWING COLDER, the nights are creeping in, you've spent all your cash on Christmas and you're bored out of your mind. If you can't afford to throw away wads on the latest 3D licence with luscious graphics and stereophonic sound, then dip your toe in the wonderful world of Shareware and Public Domain. You may not find a masterpiece, but who cares when you're spending under a fiver?

This month's star buy has got to be a little number going by the name of *Super Twintris*. Experiencing a strange sense of déjà vu? Yep, not only is this another *Tetris* clone, it's actually the enhanced version of another clone, *Twintris* (which is also available on a separate games compilation) – and very neat it is too.

Super Twintris is about as fast as the original Alexei Pazhitnov version of Tetris and looks fairly similar, but there is one major difference. Like the Tetris coin-op and various console versions of the game (but unlike the rather poor Amiga version) this has a two-player option.

The longevity of this load of blocks is doubled instantly: dropping those familiar shapes into that well to make straight lines is a lot more fun when you've got a friend to beat. Most of the original's features have made it into this game and there's even an additional earthquake effect if you manage to clear four lines simultaneously.

Fast graphics, a free game of *Pong* and three tunes make this an excellent buy, although there is one proviso: once you run out of credits, you need to reboot to restart.





BOTTY JOKES GALORE – straight from the 1991 Viz calendar.

MUSIC

Stressed? Suffering from the kind of tense, nervous headache that makes you want to kick the dog? Don't. Reach for one of the Public Domain's mellow music demos instead. *Face Another Day* from Razor and New Wave's *Vector Up Your Ass* are that kind of hazy new age combination of Pink Floyd and Clannad that people all over the world love to relax to.

If, however, you want something more techno, go for the multi-track *Technomania '91* instead. For one of the most unusual menu systems though, the *Jochen Hippel Sound Demo* is the one to pick. Not too surprisingly, this turns out to be a selection of tunes by Thalion musician Jochen Hippel. The music may be a bit on the bland side, but the track-selection sequence, which features a dwarf and some flowers borrowed from Thalion's *Enchanted Lands*, is cute.

GRAPHICS

There's the usual plethora of light-sourced vectors around again, all of them spinning and bouncing to easy-listening sounds, but when you've seen one you've seen them all. This month's real excitement comes from a variety of 'tributes' to other subjects. For those who like looking at pictures of Biffa Bacon but wouldn't be seen dead carrying the official *Viz* calendar (or paying for it, anyway), the Beatmaster has digitised all 12 full colour illustrations and put them on disk. Just to get you in the mood there's a poetic four-line ode to introduce each cartoon (copyright problems? Watch this space!).





THE JOCHEN HIPPEL DISK: climb up the flowers to change that tune.

Madonna does what she's best at.







DEMOS



ARNIE'S BACK *in the Judgment Day Slideshow.*

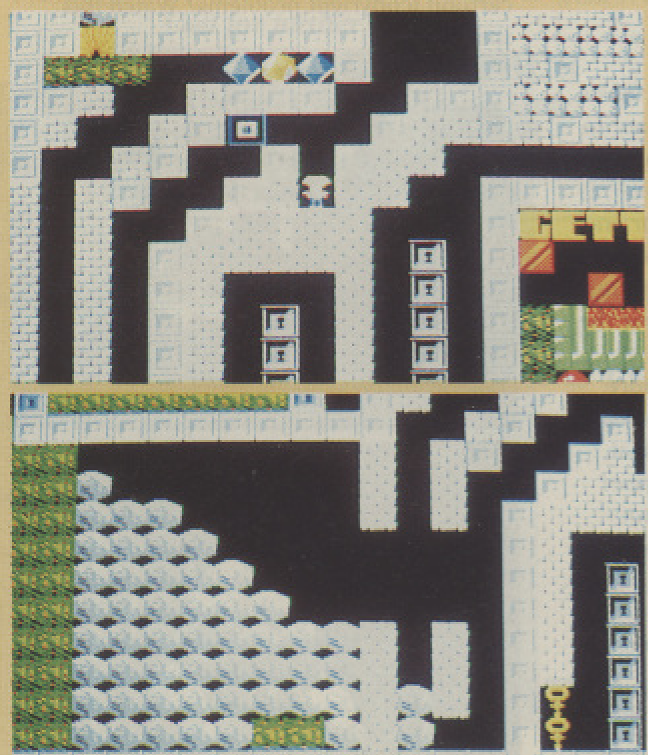
MYK '91's *Terminator 2: Judgment Day Slideshow* gives you two disks worth of Arnie's digitised muscle and a decent soundtrack. Alternatively, if there are any Madonna fans left out there who don't already own a Madonna disk, why not opt for three minutes of digitised film from *In Bed With Madonna*, aptly entitled *(bl)Eau Madonna*, in which the great woman herself is shown sucking a glass bottle in the way only she knows how?

MORE GAMES

Remember *Tron*? One of the first movies ever to take computer graphics seriously, its famous 'light cycles' sequence has already been simulated by computer games several times. However, according to its author, *Tron 2000* is different. In addition to the basic game there's a second version with tunnels to drive through, too. The objective is simple: as the two cycles move around the screen, their exhaust traces create an impenetrable wall – all you've got to do is keep on driving until your opponent crashes into it. Although this might not look like hot stuff on a screenshot, once you're out there it can be a lot of fun and, yes, the tunnel mode does make a deal of difference. The gameplay's fast and there's some decent sound: in fact, there's only one real drawback to this *AMOS* game – you need a friend to play it because there's no one-player option.

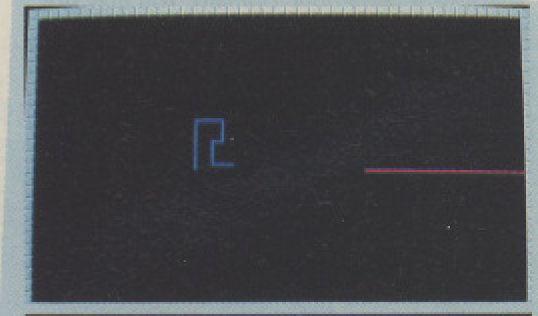
Like Tron 2000, *No One Mine 5* is also based on what was once a full-price game. The hero of this *Boulderdash* variant is a cute little guy with yellow hair whose aim in life is to burrow through maze after maze of earth and rocks to collect a load of emeralds. It's not the prettiest PD game you'll ever see and it can be frustrating, but it's well-structured and with over 80 levels you've certainly got something decent to get your teeth into.

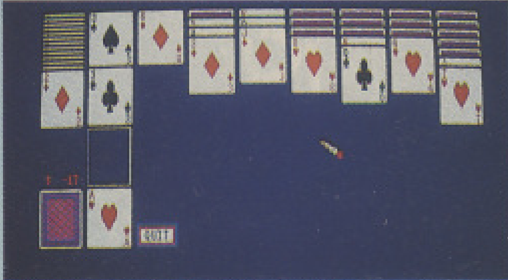
A more sedate way of getting pleasure from your Amiga is to sit down in a comfy chair and play a game of cards. 17 Bit's *Card Games* disk (1364) comes complete with five full games: Hearts, Cribbage, Patience, Blue Moon and King. The cards aren't representational so it can be a bit hard to tell what's what at first, but each of the games comes with full instructions so you shouldn't have too much trouble even if you haven't played them before. Good, basic fun for card sharks.



NO ONE MINE 5: a bit rough around the edges but who cares when there are 81 levels to get through?

ACTION, ADVENTURE and lots of multi-coloured lines: Tron 2000.





CHECK THE GRAPHICS carefully — those cards aren't all that easy to tell apart.

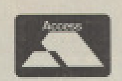
WHERE TO GET THEM

All the above-mentioned games and demos can be bought from the following PD libraries:

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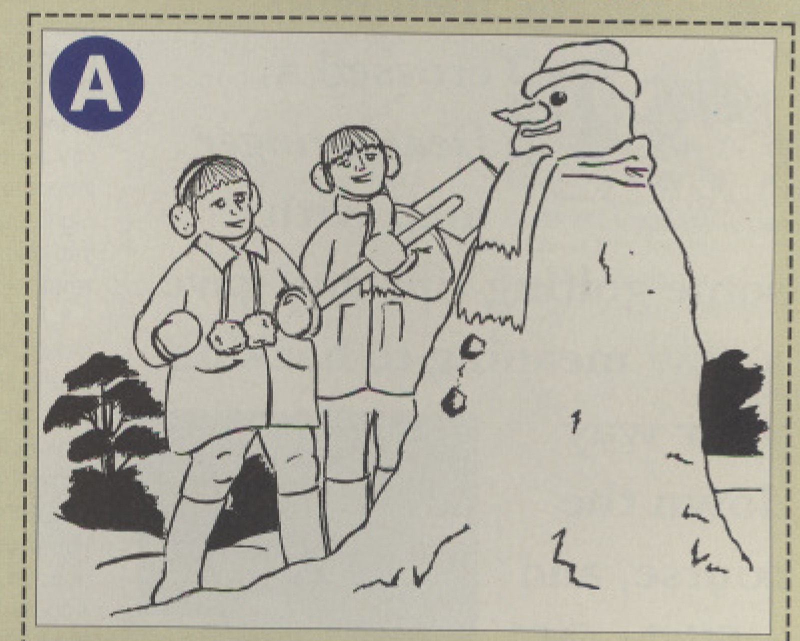
What?!? You've got to send us some money? Isn't it enough that we charge you £2.95 each month for the best mag in the country? Well, no actually! In this exclusive multi-handed competition, we want you to send us cheques/postal orders/IOU slips for £2 and we'll give it all to cheer-ity mate (you see, we're not on the take).

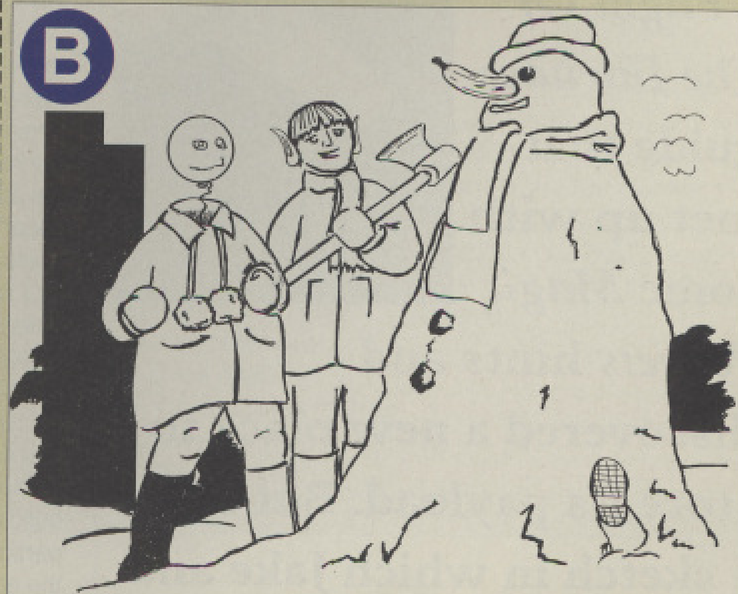
What's in it for you? Well, there's the knowledge that your donation will help someone less fortunate than yourself to enjoy the benefits of a spanking new computer. There's the satisfaction of having contributed to a noble cause. There are some prizes (thought that would get your attention). Thanks to our contacts in the biz' (along with some seriously smooth talking), we've put our hands on a whole bagful of goodies, including 12 pieces of original signed *Magic Pockets* artwork from the Bitmap Brothers (like the one above), an absolutely stick-tabulous Tecnoplus four-player joystick kit (four sticks, an adaptor and a couple of four-player games), plus a whole host of other prizes.

So, where's all the cash going? We'll be gathering up all of your entry fees and sending them off to the Cheshire Society for the Deaf's Talking Computer Appeal. The Society has persuaded a top computer manufacturer to develop a computer specifically for the deaf and disabled. The computer is actually an IBM PC (no taste, some people) with a 286 processor, a 44Mb hard disk and a mono Hercules monitor, complete with a fax/modem card for communications. The PC will be used in a BBS (Bulletin Board System) which can be accessed by people with either minicoms or text terminals. The computers will be used in schools and community centres across the country, and will allow access to all manner of information.

Within the next 18 months, the Society also hopes to have language translation facilities up and running, helping the user to learn a foreign language. Each single system costs about £400 and the Society is hoping to raise enough to buy at least 35.

Okay, you're sold. You're willing to dig deep for charity, but you also want to win one of those prizes. So whaddya do? Simple, just check out the two pictures opposite. Nice huh? I'll bet you didn't notice that the one on the bottom is slightly different from the one on the top. Find all 10 of the differences, ring them on the bottom picture (B) and send it, together with the cheque or postal order for at least £2 (or more if you like!) made payable to the **Cheshire Society For The Deaf** to: *All In A Good Cause, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.*





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....

..........................TELEPHONE....................

THE RULES

The editor's decision is final and no correspondence will be entered into. Entries received without the £2 fee will be deemed ineligible. Entries will be accepted until January 30th, money received after that date will still be sent to the charity. Photocopied entries are acceptable and multiple entries are allowed, although each separate entry must include the minimum fee. The proprietors of EMAP Images or any of the other companies involved in this competition can take no responsibility for monies lost in transit.

TIPS

JANUARY 1992

Good evening, ladies and gentlemen and in a packed program tonight we'll be



talking to a man who crossed a *Deathbringer* map with some golfing tips and gave a new meaning to hacking your way down the course, and a *Flight Of The Intruder* guide that



met up with some *Magic Pockets* hints and discovered a new place to store its payload. But first, a sketch in which Jake and



Elwood play a pair of refuse workers in *Utopia* and end up down in the dumps.

BRIAN 'RONNY' NESBITT

Urban development may sound boring, but ask any town planner what he has to put up with. Alien attacks at all hours, inhospitable atmospheres...

UTOPIA

YOU KNOW HOW IT IS. There you are, happily building a carbon copy of Milton Keynes on some planet far, far away, when all of a sudden you're besieged by aliens, bent on destroying all your concrete cows and glass buildings. And why? All because your flux pods weren't positioned correctly, it's always the little things.

Anyway, Gremlin's merry band of city surveyors and government inspectors have been up literally all night, putting together their findings into one big official report. Here's what they thought...

1. For single-drive users, to avoid most disk swapping during play, load up the Map Screen from the Game Disk and then keep the Scenario Disk in the drive. This way, you can access the Map Screen immediately, and don't have to swap disks when you want to read a spy report (loaded from the Scenario Disk). Access the advisers via the function keys F1 to F6.

2. Some of the information available on the Adviser Information Panels isn't updated until the beginning of a new month. Get into the habit of looking at one or more of the advisers on the list on the second day of each month. It's useful to view the Psychiatrist (F1) and Administrator (F2) reports, to determine your priorities for the month ahead.

3. Keep a good spread of Flux Pods throughout your colony, so that you can build freely without the game telling you that you are building too far from a Flux Pod. In particular, build Flux Pods around the edge of your colony, so you can expand outwards quickly.

4. Once you're at war with the enemy, build one or more back-up Command Centres. You are severely hampered if your only Command Centre is destroyed.

5. With a high population, several Hospitals have a greater effect upon Quality Of Life than just one.

6. Invest in scientific research early (by building Laboratories and recruiting Scientists), and make sure you maintain adequate research grants. Obtaining inventions takes time, so don't waste it.

7. If you have a power shortage and are under attack, build Missile Launchers instead of Laser Turrets: Turrets use a lot of power.

8. To easily stake out the location of an Ore deposit, enter the Map Screen and position one or more markers over a patch of Ore. Then EXIT to the main game screen and simply build a mine over the markers that you see. The same process will work for fuel deposits.

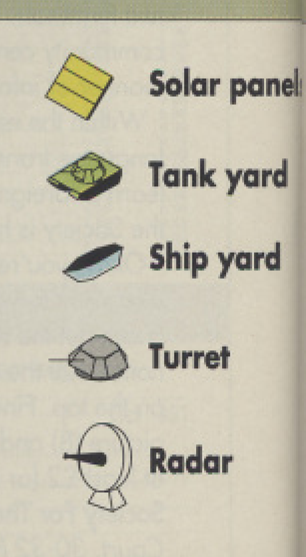
9. Try to avoid building Power Stations since they severely affect Quality Of Life by producing hazardous waste products. Instead, try to build lots of Solar Panels. You will have to build lots of Flux Pods too, to store power during Solar Eclipses. Another advantage is that when a Solar Panel is destroyed by the enemy, you only lose 2MW of power generation, rather than 50MW if your power station is hit.

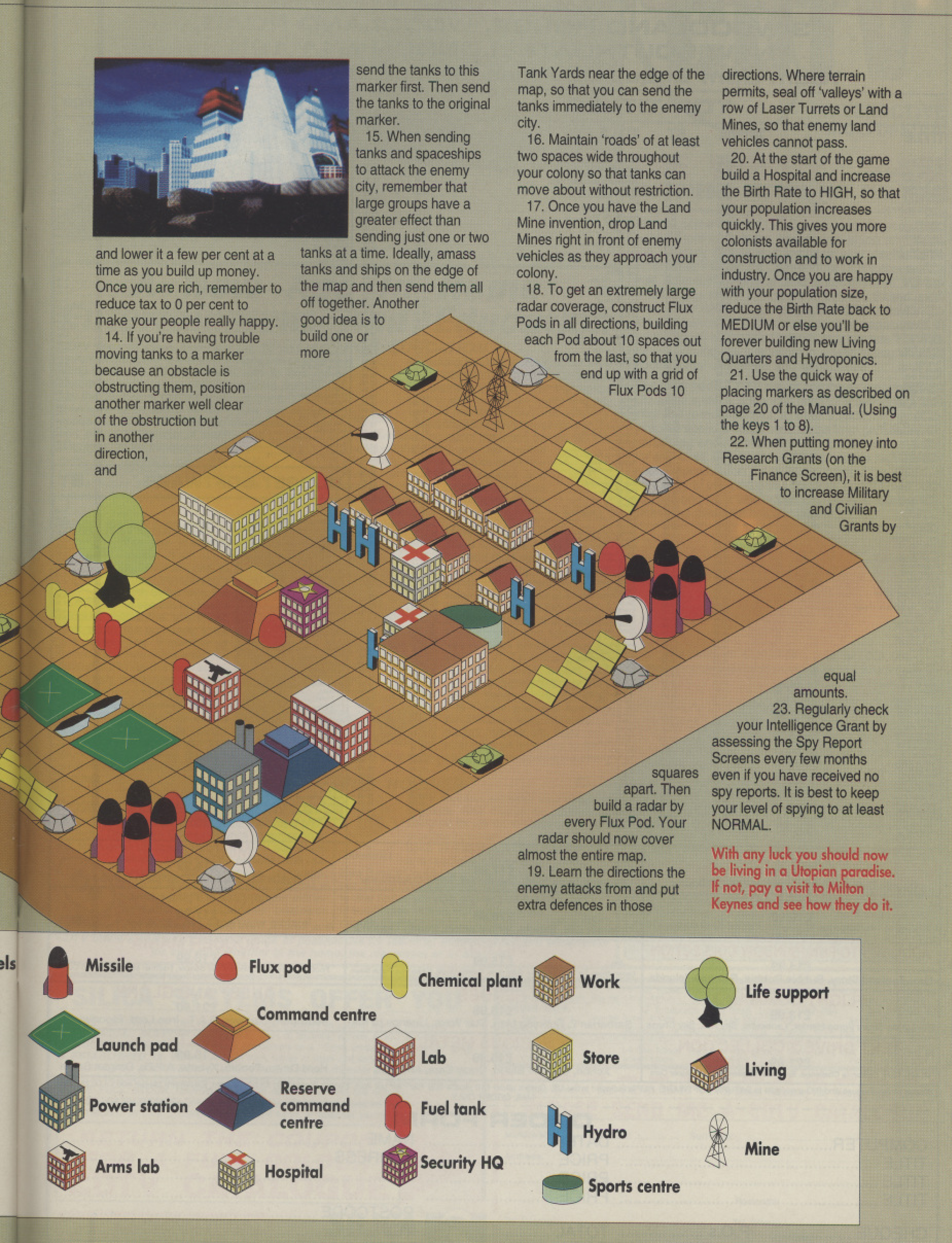
10. Build Tank Construction Yards around the perimeter of your colony, so that tanks are ready to engage the enemy from whatever direction they choose to attack.

11. When the space around the Tank Yard is full with tanks, move some of them to unprotected parts of your colony to act as sentries. Ideally, you should have small groups of tanks everywhere so that there is no weak point for the enemy to use.

12. If you're short of money, build lots of Workshops and Stores, and regularly sell the Tech Goods you produce. The same can be done with Chemical Plants and Fuel Tanks.

13. Put Income Tax straight up to 20 per cent at the start of the game,





and lower it a few per cent at a time as you build up money. Once you are rich, remember to reduce tax to 0 per cent to make your people really happy.

14. If you're having trouble moving tanks to a marker because an obstacle is obstructing them, position another marker well clear of the obstruction but in another direction, and send the tanks to this marker first. Then send the tanks to the original marker.

15. When sending tanks and spaceships to attack the enemy city, remember that large groups have a greater effect than sending just one or two tanks at a time. Ideally, amass tanks and ships on the edge of the map and then send them all off together. Another good idea is to build one or more Tank Yards near the edge of the map, so that you can send the tanks immediately to the enemy city.

16. Maintain 'roads' of at least two spaces wide throughout your colony so that tanks can move about without restriction.

17. Once you have the Land Mine invention, drop Land Mines right in front of enemy vehicles as they approach your colony.

18. To get an extremely large radar coverage, construct Flux Pods in all directions, building each Pod about 10 spaces out from the last, so that you end up with a grid of Flux Pods 10 squares apart. Then build a radar by every Flux Pod. Your radar should now cover almost the entire map.

19. Learn the directions the enemy attacks from and put extra defences in those directions. Where terrain permits, seal off 'valleys' with a row of Laser Turrets or Land Mines, so that enemy land vehicles cannot pass.

20. At the start of the game build a Hospital and increase the Birth Rate to HIGH, so that your population increases quickly. This gives you more colonists available for construction and to work in industry. Once you are happy with your population size, reduce the Birth Rate back to MEDIUM or else you'll be forever building new Living Quarters and Hydroponics.

21. Use the quick way of placing markers as described on page 20 of the Manual. (Using the keys 1 to 8).

22. When putting money into Research Grants (on the Finance Screen), it is best to increase Military and Civilian Grants by equal amounts.

23. Regularly check your Intelligence Grant by assessing the Spy Report Screens every few months even if you have received no spy reports. It is best to keep your level of spying to at least NORMAL.

With any luck you should now be living in a Utopian paradise. If not, pay a visit to Milton Keynes and see how they do it.

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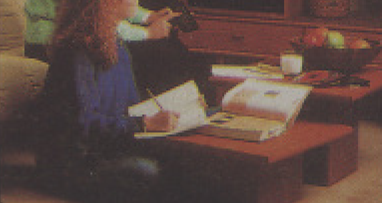
For young children learning to read can be an adventure! In the title Cinderella, for example, they can use the remote control unit to click on words and pictures to hear pronunciations, syllables, definitions and second language translations. And learning about the world can be fun too. The World Vista Atlas provides detailed information in words and pictures on the history, architecture, language and geography of each country. This can be cross referenced to compare with details of other countries.


REFERENCE

FOR REFERENCE

MUSIC

For the classical music buff it is possible not only to hear Beethoven's Fifth Symphony, but to see the orchestra perform, follow the score and read about the composer's life and times. The Timetable of Science and Innovation walks you through 6,250 key events in scientific history. It employs animated maps to show where every event occurred and a visual lift-off from the earth's surface. Key events are accompanied by audio presentations with graphics and sound recordings from the archives of the world's great museums. Browse quickly or examine an exhibit in detail.



FOR FUN

There is a wide range of entertainment titles available for every age-group. Sherlock Holmes, Consulting Detective, includes a video and audio tour of Victorian London. Players can choose suspects for Holmes and Watson to interrogate and can search issues of the London Times for clues. A CDTV disc's graphics capabilities take action and simulation games to a new level. Falcon makes you a pilot of an F-16 fighter and has accurate simulations of weapons systems, cockpit controls and flight characteristics allowing you to zoom like the ultimate stunt pilot with extraordinary realism.

FOR COLLEGES & BUSINESS

When Toyota, decided to open a car assembly plant in Derby, Derbyshire County Council commissioned the production of 'Japan World', a CDTV title which allows students to explore and experience the Japanese language, lifestyle and culture. It also provides a valuable insight to businessmen with information on Japanese business philosophy and negotiation protocol.


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BRIAN NESBITT'S PLAYERS GUIDE

Hey little boy, come and see what I've got in my pockets! Why, it appears to be a guide to the Bitmap Brothers' latest game. Magic!

MAGIC P

THE GAMEPLAY

The first law to learn is the 'kill count'. Each nasty that is 'killed' (explodes into sparks) increases the kill count which in turn affects the bonuses that are awarded for bursting a trapped nasty. The next bonus is indicated at the bottom of the screen 'behind' the lives hand and the 'power-up' hand. The next thing to learn is the 'bursting' of a trapped nasty. The bonus sweets that are rewarded for doing this can be determined by the player. The harder a 'trap' is hit, the more bonus sweets will be delivered, so falling from a great height will burst a trap into three or four sweets as opposed to one or two from a lower level.

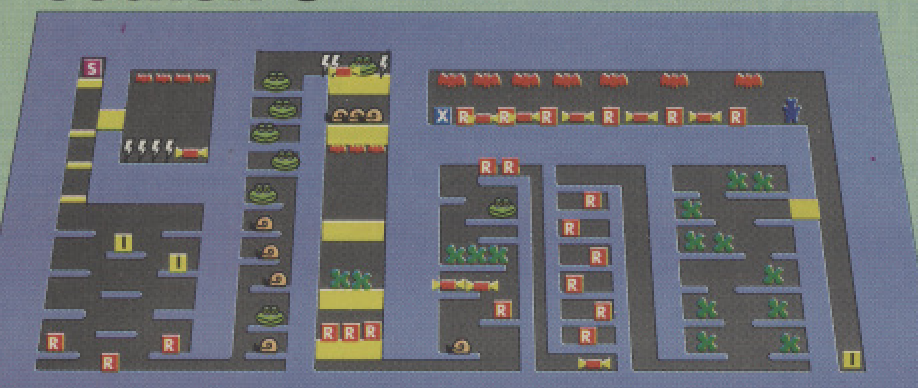
Section 1



Section 2



Section 3



A gold star will turn into a mega power-up when touched: its contents are directly affected by the number of silver stars previously collected. Gold stars and silver stars are both mini power-ups.

A mini power-up can be created at every 5,000 points. To do this, simply trap a nasty, and burst the trap. The power-up is collected the next time a nasty is trapped and burst. So if you have a bonus of 10,000 points, you will get two powerups, which you can collect when the next two nasties are burst.

Every 100,000 points the kid will become super-powered: he'll get all his lives back and will be awarded with full fast-fire, full fast power-up, and will get the power of the potion on that level.

OCKETS

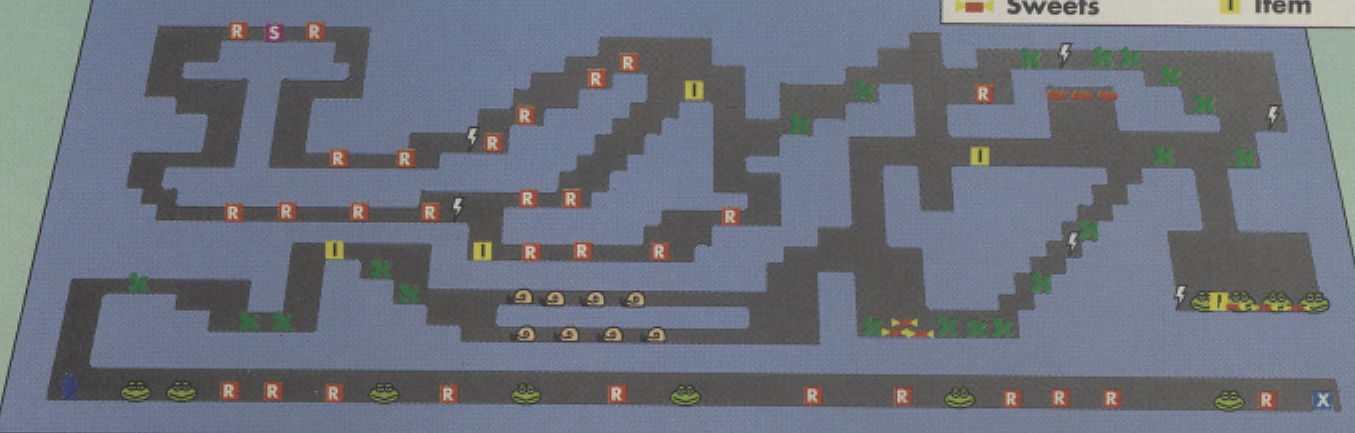
THE BIKE RACE

SIX SUPER Rockmen and seven bikes drop from above and are bent on beating you. If you stand still you'll get kicked around, so jump or fire. Run to get the closest bike, and pedal like mad. Jump over the snails or they will slow you down. Get into a wheelie and you stand a good chance of getting a bonus.

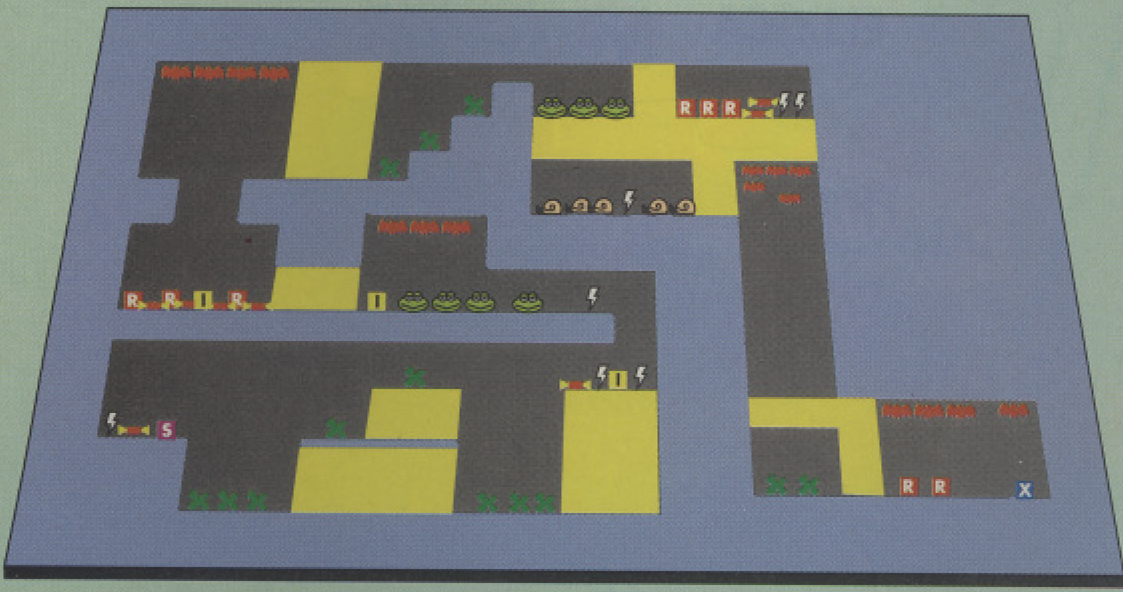
KEY

Exit	Toy
Bitkid start	Bats
Blobs	Erodible blocks
Powerup	Frogs
Rockmen	Snails
Sweets	Item

Section 4



Section 5



THE GREEN FRUIT DRINK

THE GREEN DRINK holds many a mystery. If picked up, certain other bonuses will change. The pop drink will now deliver a spread of sweets, regardless of the 'kill count'. Also, the 100 points sweets are replaced with red drinks (random points), which is very effective if you have a habit of trapping and bursting without killing any nasties. The green drink does other things as well but that's for you to work out!

THE END OF SECTION BONUSES

THERE ARE SIX types of bonus awarded when you exit a section. These are:

1) Kill bonus. Every time you kill a nasty, a section 'kill count' is incremented. This is then multiplied by 100 and added to your score. If you manage to kill all the nasties in the section, then a bonus of 20,000 points is awarded.

2) Toy bonus. If the toy from that level is taken through the exit you will be awarded an extra 5,000 points.

3) Lives bonus. The lives bonus is set to 20,000, which you get if you exit a level without losing a life. If you lose a life the bonus is reduced to 5,000, and subsequent lost lives subtract 1,000 points from this bonus.

4) Helmet bonus. This is a bonus of 5,000 points for exiting the section with any helmet on (excluding the diving helmet).

5) Star bonus. For every silver star that has been collected and not used 1,000 points is added to the score.

6) Warp bonus. For those players who choose to skip a level by warping, a 'compensation' score is awarded. This is always 200,000 points.

Section 6

KEY

Exit	Toy
Bitkid start	Bee
Plant grow path	Gnat
Powerup	Chimp
Venus fly-trap	Snake
Sweets	Item

Bringing death to your enemies is all very well, but hands up all those of you just wandering around in circles. What you need, my boy, is a map, like the one below.

BRIAN NESBITT'S PLAYERS GUIDE

DEATH

A-HUNTING WE WILL GO, a-hunting we will go, a hee-hi-hallio, a-hunting we will go. Hewwo evewybody, Elmer 'kill the wabbit' Fudd here with the latest instalment of my Guide To Better Wabbit Hunting. The map opposite should help you and your ever-hungwy sword stay well fed. The secwet is that each level (be it icy, gwassy or dungy) has two exits, left and wight of the centre. Some exits lead to the next level, some lead to the last level and some weturn you wight the way back to the start of the game. Others loop back on themselves, stopping you from pwogwessing any further. Following the awwows on the map should lead you to the tewibble monster at the end. Starting at JILLICA, the two halves of the island are joined at TEWUM, where both exits lead to THICIA. The wight exit from QUOAIES leads all the way up to SECUM, so unless you're after extwa points, don't bother going that way. Well, almost time to go, so if anyone needs any further wescuing fwom Deathbwinger, tough. I'm waiting at ULTUM for that pesky wabbit to pop up...

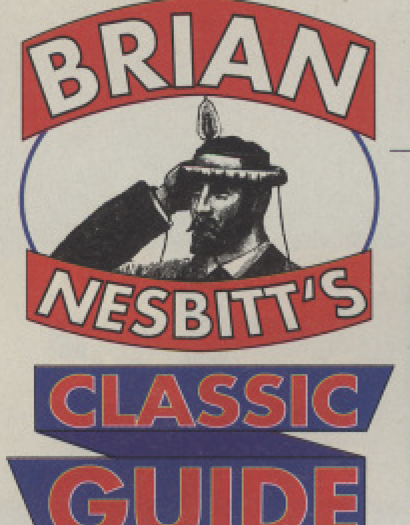


BRINGER



TERUM
PANTICA
THICIA
CARNAXOS
DIVONES
VULLENTIA
CALVADOS
CARECTICA
QUARTUM
IRIDIA
LAMTICA
QUOAIES
ULTUM
ESESES
OSMOS
END
Route to Secum
KEY
Icy levels
Grassy levels
Volcanic levels
Cave levels
Dungeon levels

It's cheap, it's cheerful and it's very, very playable. Reader Raimond Lony from Holland takes you through one of the best-selling budget games ever.



FANTASY W

Start at F9. Take the bread and the jug of water. Give the apple to the troll, use the jug on the fire and go to F8. Take the boulder and go to F9. Drop the bread, go to E8, pull the lever and go to D9. Get the rope, go to E10 and use the rope on the alligator. Take the second boulder and go to E7. Drop a boulder, go to B9, get the bone and go to E7. Get the boulder in the cave (it is possible to do this without losing a life) and go to E8. Go to E7, drop the bone, take all three boulders to E5 and drop them in the water. Get the key, go to E2, get the sleeping potion and use it at E11. Take the pouch at E12 (you can now carry four items instead of two) and get the three keys found at C10, E5 and E17. Use all of them in the Lift Control Room at E13. Go to C13 and get the crowbar. Get the pickaxe at C12 and the door knocker at C14. Use the crowbar

1 2 3 4 5 6 7 8 9

A B C D E F G H I

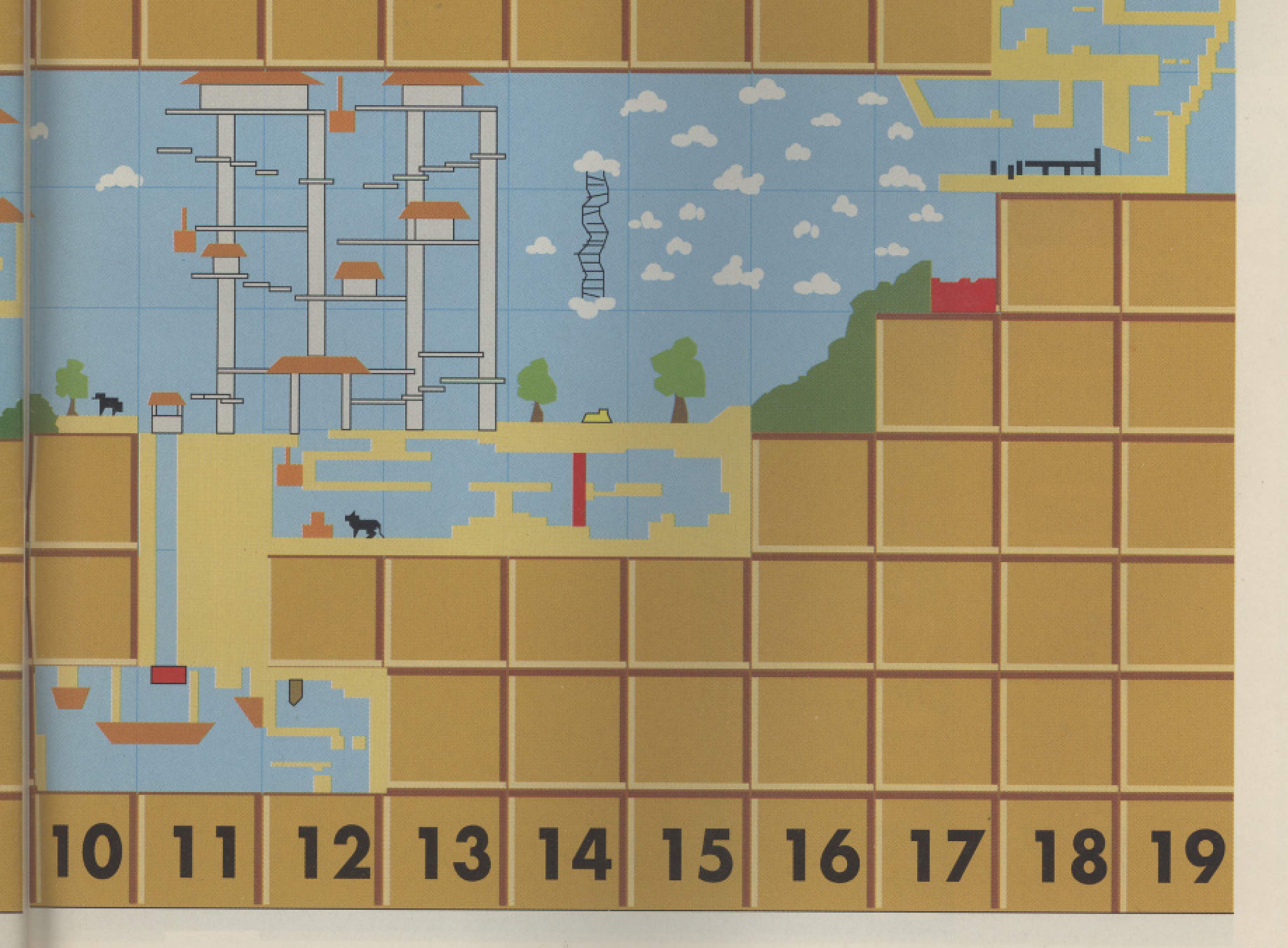
SECRET ROOM

1 2 3 4 5 6 7 8 9

WORLD DIZZY

10 11 12 13 14 15 16 17 18 19

on the well at E12 and go to H13 to take the extra life. Get the key and use it in the Lift Control Room (E13). Go to C9 and use the knocker on the door. Enter C8 and get the bucket, then go to F13. Put the egg back into the nest and go to F14. Use the pickaxe on the pile of rocks and get the rag at F13. Go to E15 and get the pigmy cow. Go to H11 and give the pigmy cow to the shopkeeper (he will give you a bean). Go to E15 and use the bean on the manure. Go to E17 and fill the bucket. Empty the bucket on the manure and a beanstalk will start growing. Use the clouds to get to the Cloud Castle. At C18 use the rag on the spikes (C19). Go to B20, get the daisy and bingo, you've made it. Well, almost. You'll also need 30 coins – use the map at A20 to get them. You should access the map by pressing Space).



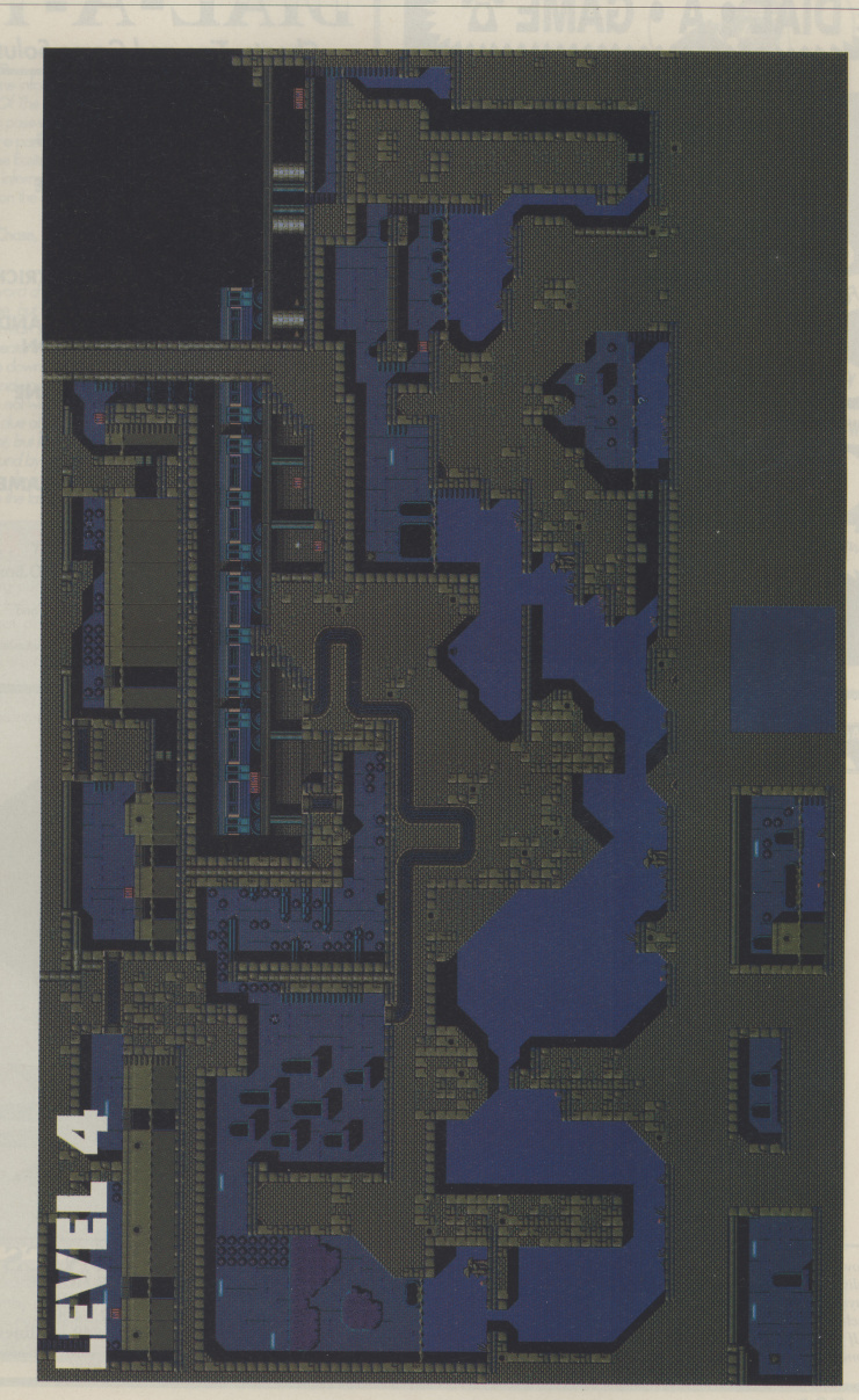


PLAYERS GUIDE

We made you wait an extra month for 'em, but I'm sure you'll agree, they're worth it. Titus, Palace and a whole bunch of people have combined their talents to bring you Levels 3 & 4.

THE BLUES BROTHERS

LEVEL 3


LEVEL 4



New sections a-go-go this month. Not only have we got a separate section for level codes, but due to public pressure (and because everyone seems to have an Action Replay these days), we've a load of Action Replay pokes. So what's happened to *Lemmings*, I hear you ask? Well, the little green fellas have been taking some time off the past couple of months, preparing themselves for the Lemmings Data Disk which will be arriving on shop shelves near you soon. Once they do, you can rest assured that we'll have a Lemmings Data Disk Special for you. Now, get on with it...

Dear Brian,
I need some information on *Shadow Of The Beast 2*. What's Barloom's password? Where do you find the parchment and where's the Eastern Sea. If I know this information it would make life on the computer a little easier.
Andrew Chase, Norwich, Norfolk

The password changes with each game, but to find it either rescue the man suspended by a bat-like creature to the left of the start or go down past the boulder and up to the left (my memory's not what it was). I haven't a clue about the parchment, but the Eastern Sea can be found by going left, down then down the rope until you reach the large head

Dear Brian,
I have just taken a break from pulling my hair out to write this letter. Please, please tell me:
1. How do I past the end of level guardian on level four of *Gods*?
2. What the handcuffs and the money are for in the Joker Plot of *Batman: The Caped Crusader*?
Anon, Minchinhampton, Gloucestershire

Short of "Be skilful", the only way I can help you with Gods is to ask you to refer to Issue 37, in which we printed the final section of our Gods Player's Guide. Read the final paragraph on Axes to make things easier. As for Batman, I must confess that I don't know. Does anyone else?

STAR TIP: MIDWINTER 2

Following our in-depth Player's Guide a few months back, it seems like you've all been forming resistance groups on the islands of Angora. Quite a few of you sent in this tip, but the lucky freedom fighter first out of the bag was Jason Currier of Hinckley in Leicestershire.

By liberating the following islands (in any order), every island automatically falls under your power:

Lobas	***Camargo***	***Dhafra***	***Djoum***
Ndola	***Makat***	***Ghazal***	***Satara***

Nice shooting kid, but don't get cocky. £50 worth of software is on its way (which should make you popular and maybe get that nice Mrs. Robinson to seduce you)!

CHEATS

FANTASY WORLD DIZZY
On the high-score table, enter your name as IMMORTAL and you'll receive infinite Dizzys to play around with.

TEST DRIVE 2
While playing the game, type in OUTRAN to outrun your opponents and police cars, AERF to double your acceleration and GASS to take you to the next gas station.
NORTH SEA INFERNO
As you start a game, type PHOENIX for infinite bullets, strength and to stop the clock.
FROM: G.P. ROEBUCK, ROTHERHAM, S. YORKSHIRE

LOTUS 2
Enter the following passwords for different effects:
TURPENTINE - unlimited time
DUX - secret game
DEESIDE - continue to next level even if time runs out.
FROM: KNUT ERIK RØTNE, NORWAY

VOYAGER
On the menu screen, type WHEN THE SWEET SHOWERS OF APRIL FALL then press 4 to access the cheat menu. The rest should be self-explanatory.

NIGHTBREED
During the game type RISEN FROM THE DEAD to get infinite lives.
FROM: JOSEPH MOORE, STAMFORD, LINCS.

ACTION REPLAY POKES

What to do

Load the game and press the red button on the cartridge. Type M followed by the code and alter the appropriate hex value. If you have any trouble getting the cheat to work, consult the Action Replay manual, under the Trainer chapters.
This little lot was sent in by one Ryan Moigen (could be Morgen, I'm not sure) of Pontypridd, Wales.

GAME	ADDRESS	EFFECT
Magic Pockets	178C	Amount of silver stars
Switchblade 2	261F	Lives
Gods	225	Lives
Speedball 2	176	Time
	52A0	Score
	52A2	Opponent's score
Flood	17E73	Trash
	17E77	Lives
Torvak The Warrior	1CA19	Shield
	1CA18	Magic
Powermonger	776F8	Captain 1
	776FA	Captain 2
	776FC	Captain 3
	776FE	Captain 4
	77700	Captain 5
	77702	Captain 6

LEVEL CODES - LOTUS 2

Clive Dunby of Redcar is the winner of this month's Nigel Mansell's Fast Driver award.

Lotus 2 (to give it its non-full name) is the game and these are the codes that have won Clive a free game:

Level 1 – No code	Level 5 – Peaches
Level 2 – Twilight	Level 6 – Liverpool
Level 3 – Pea Soup	Level 7 – Bagley
Level 4 – The Skids	Level 8 – E Bow



You've read the book, you've seen the film, you've played the game and you've crashed the plane. Now earn your wings with Graham 'Cool Hand' Boxhall, the product manager behind the sim.

GENERAL TIPS

ONE OF THE MOST IMPORTANT parts of the game is selecting the correct rank/level of play. There are six ranks, which combine with a whole host of other variables to give over 600 difficulty combinations.

To get experience of the different ranks it's a good idea to mix and match the rank and difficulty combinations. Try flying at captain level with super engines: this allows you to fight enemy MiGs at the highest ranks without the worry of stalling (see above right for tips on MiG killing).

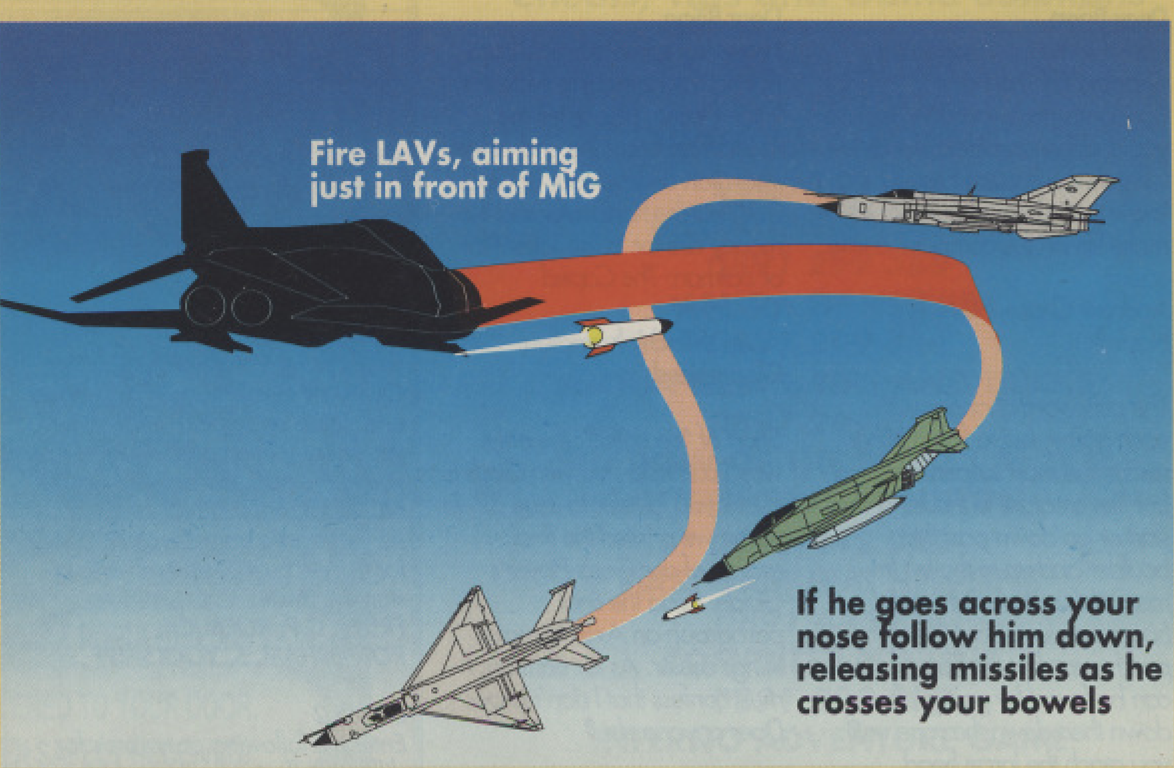
The higher ranks present targets which are harder to hit, so don't become too ambitious when flying the A6 or F4. Stick to your guns and don't do anything too radical. If you run low on weaponry or miss your target on a bombing run don't make another pass – they'll be waiting for you. Return to the Carrier and save your pilot for another day.

LANDING ON THE CARRIER

What goes up must come down, and the A6 is no exception. Fortunately, within the game the pilot can select End Mission and his score is totted up, so that he only loses 10 points. In fact by selecting End Mission he can regain 10 points as there's no chance of points being deducted for a dangerous landing.

There aren't any real tips for doing a full carrier landing except to continually use the autopilot's landing feature until you feel capable of reproducing the autopilot's landing pattern.

If you want to get the extra 10 points for a good touchdown, all you have to do is leave the landing in autopilot until the last second and take hold of the reins just before the plane lands.



SAMS, ANTI-AIRCRAFT ARTILLERY AND RIFLE FIRE

THE SA-2 IS A GROUND-BASED weapon and the first sign that you're approaching a missile site is usually the SAM warning light in the cockpit. It's generally best to plan a flight path which avoids the SAM sites, although this can be difficult. Pay heed to the information provided by the intelligence officers in the briefing. When you get more experienced you can create your own waypoints, bypassing the SAM sites.

If you do come across a SAM you should take evasive action: make a hard turn when it's almost on top of you (see below). This is a very difficult manoeuvre, but worth learning if you value your life.

Both the A6 and F4 can be equipped with an ECM pod (Electronic Counter Measures) which can fool ground-based SAM sites and the radar of MiG fighters. This does, however, have the disadvantage of making the plane heavy and slightly unmanageable.

To avoid AAA (Anti Aircraft Artillery) you should fly at above 3,000 ft and continually throw the plane from left to right, weaving a path through the flak.

Being shot down by rifle fire is extremely uncommon, but to prevent it from happening again, fly consistently above 3,000 ft. In general it's a case of balancing the need for survival with the need for detection.



FLIGHT OF T

FLYING THE A6

The mission that allows the player to get to grips with the plane with the greatest of ease is the first, Morning Song. It's the easiest because you don't tend to get intercepted by enemy MiGs and the primary and secondary targets are in close proximity to one another so that not much manoeuvring is required to hit both targets.

The flight path to the target is very straightforward and as with BARCAP doesn't take the aircraft too close to dangerous enemy territory. If the pilot is lucky he can complete this mission without going 'feet dry', so he doesn't have to take much notice of the intelligence provided by the land forces other than that the boats are moored at the entrance to an estuary, a useful landmark.

Unlike most other targets, a photograph isn't available but the targets are easily recognisable. Further questioning of the intelligence officers informs us that the area is defended by a small number of SAMs and AAA sites with MiG support, although this shouldn't worry you too much.

Weapon choice is extremely important in this mission. The Master Of Arms will give you Mk82 bombs, but you should exchange these for a greater number of Walleyes or an ECM pod. The Lav 3As can be dispensed with in favour of Walleyes as you shouldn't plan to do any dog-fighting in this little baby.

On the carrier deck get your REVS up to 100 per cent and prepare for take off. Without lifting the gear and flaps the aircraft is likely to immediately plummet into the drink.

To prevent crashing from take-off you can select auto-pilot which will take the plane on its correct flight path. The flight to the target can be long and laborious, so it's advisable to switch into accelerated mode.

The A6 won't climb very quickly at first, flying at around 650 feet. After around a minute it will climb to around 2,000 feet and continually upwards at a speed of 206 knots. Turn on the ECM pod now. Auto pilot is slowly moving forwards and upwards to the target at 80 percent thrust in a northerly path. Speed is a constant 206 knots. At 60 miles from the target the plane has climbed to 11,000 feet.

As there isn't really that much to do you can switch to your wingman as you will go into auto-pilot. He'll follow you in to the target and try and clean up on anything that you miss.

At 13 miles from the target start preparing your attack. Come out of autopilot and accelerated mode and climb to 14,000 feet. Put on the pause key and switch to view key 7. Turn on the master arm switch and select Walleye if you have not already done so.

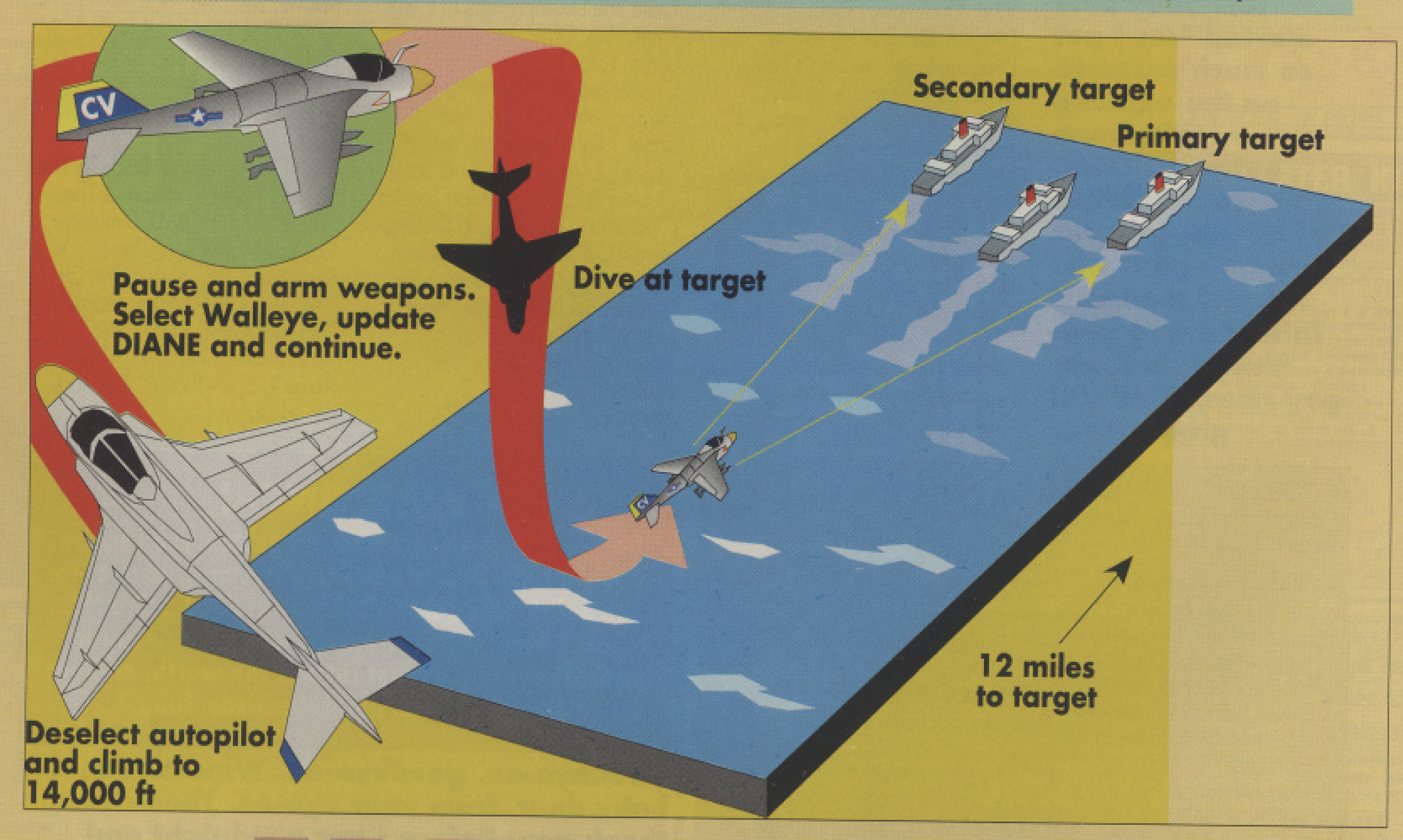
Now switch to cockpit view 6 and release pause. Update DIANE so that she is on attack and prepare to make a steep dive to the target. The primary target is the boat to the furthest right of the trio. You may need to climb quite steeply before you can dive at the target to get the target cursor onto it. If you're precise in your aiming you can hit the target from 12 miles, giving yourself plenty of time to line up for the secondary target.

Release the Walleye and then use the Backspace key to arm the other Walleye. Using the rudder key (Ctrl and left arrow) sidle along to the secondary target, the boat to the furthest left of the trio, and line up the cross hair and fire.

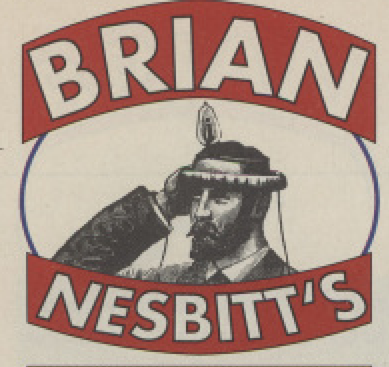
Both targets should be successfully hit and you should now return home as quickly as you can. Avoid going too close to the land as this may trigger a MiG patrol.

SENSITIVITY

Both the A6 and F4 can feel rather 'heavy' to fly. To speed up the responsiveness of your aircraft, use either the F3 or F4 keys (to increase or decrease sensitivity respectively).



THE INTRUDER



CONTACTS

I had a communiqué recently from my friends at British Telecom, bestowing their thanks upon me for all the extra work that the Contacts service has provided them with. It seems that no sooner did those first four names get printed, way back in Issue 32, than their lines almost overloaded. You know that Mercury lot? They only started 'cos I put so much pressure on the existing telephone network. Yeah, I've created loads of new jobs for people and it was me wot made Sir Iain Vallance give 'imself all those pay rises, yeah I'm great, me...

NAME: Shane Gleeson
ADDRESS: 46 John McCormack Avenue, Walkinstown, Dublin 12, Ireland
TELEPHONE: n/a
TIMES: n/a

GAMES: Atomix, Back To The Future 2, Battle Squadron, Bomb Jack, Double Dragon, Hammer Boy, Hard Drivin', Hero Quest, Mercs, Midnight Resistance, Mousetrap, Powermonger, Predator 2, Prehistorik.

NAME: Edward Tolley
ADDRESS: 24 Ashlynd Road, Berkhamsted, Hertfordshire, HP4 3BN
TELEPHONE: 0442 877471
TIMES: Monday to Friday – 4.00pm to 6.00pm

GAMES: Afterburner, APB, Archipelagos, Arkanoid 1 & 2, Barbarian, Batman The Movie, Battle Valley, Beach Volley, Better Dead Than Alien, Beverly Hills Cop, Bio Challenge, Carrier Command, Chariots Of Wrath, Chase HQ, Chubby Gristle, Cybernoid, Dark Side, Defender Of The Crown, Denaris, Dogs Of War, Dominator, Double Dragon, Dragon Ninja, Dragonscape, Dragon's Lair, Driller, Elite, Empire Strikes Back, Eye Of Horus, Exolon, Falcon, Fernandez Must Die, Flying Shark, Forgotten Worlds, Future Wars, Gauntlet 2, Ghouls 'n' Ghosts, Gravity Force, Hawkeye, Hard Drivin', Hybris, Ikari Warriors, Interphase, Karate Kid 2, Leatherneck, Last Duel, LED Storm, Menace, Mickey Mouse, Nebulus, New Zealand Story, Ninja Warriors, Olympic Challenge, Operation Thunderbolt, Outrun, Pacland, Platoon, Rambo 3, Rampage, Return Of The Jedi, Rick Dangerous, Road Blasters, Robocop 1 & 2, R-Type, Scorpion, Shadow Of The Beast 1 & 2, Shinobi, Silkworm, Solomon's Key, Sorcery +, Starglider 2, Starray, Street Fighter, Strider, Stryx, Supercars, Super Hang-On, Switchblade, Sword Of Sodan, Thunderblade, Total Eclipse, Trailblazer, Untouchables, Vigilante, Virus, Weird Dreams, Wizball, Xybots.

NAME: Calum Grimmond
ADDRESS: 1 Lochty Street, Carnoustie, Scotland, DD7 6AL
TELEPHONE: n/a
TIMES: n/a

GAMES: Andre Panza Kickboxing, Badlands, Batman, Beach Volley, Budokan, Cabal, Cadaver, Chuck Rock, Defender Of The Crown, F/A-18 Interceptor, Gauntlet 2, Gods, Hero Quest, Hill Street Blues, Golden Axe, Hollywood Poker Pro, Hot Rod, Hunter, Impossamole, Italia '90, It Came From The Desert, Kick Off Extra Time, Kick Off 2, Lemmings, Loom, Lotus Esprit Turbo Challenge, Manchester United Europe, Mercs, Narc, Navy Seals, Nightbreed (Interactive Movie), Nitro, North And South, Nuclear War, Operation Stealth, Operation Thunderbolt, Passing Shot, PGA Tour Golf, Populous, Powermonger, Pro Tennis Tour 2, Rainbow Islands, Rampage, Return Of The Jedi, Robocop, R-Type, Ruff And Reddy, Sim City, Skidz, Speedball 1 & 2, Supercars 1 & 2, Super Hang-On, Switchblade 2, SWIV, Teenage Mutant Ninja Turtles, Tennis Cup, The Secret Of Monkey Island, Thunderbirds, Toki, Toyota Celica GT Rally, Wings.

NAME: Robert Smith
ADDRESS: 2 St. Martin's Close, Horninglow, Burton-Upon-Trent, Staffordshire, DE13 0LH
TELEPHONE: 0283 515679
TIMES: Monday to Friday – 5.00pm to 9.00pm, Weekends – 2.00pm to 9.00pm

GAMES: Afterburner, Bart Simpson vs The Space Mutants, Battle Squadron, Chuck Rock, Empire Strikes Back, Forgotten Worlds, Ghouls 'n' Ghosts, Gunboat, Hard Drivin' 2, Indianapolis 500, Lemmings, Life And Death, Magic Pockets, Mega lo Mania, Metal Mutant, Nitro, Oops Up, PGA Tour Golf, Populous, Prehistorik, Rodland, Rolling Ronny, R-Type 2, Speedball 2, Super Monaco GP, Switchblade 2, SWIV, The Secret Of Monkey Island, Terminator 2, Total Recall, Viz, Ziriax, Z-Out.

NAME: Les Trott
ADDRESS: 15 Almeda Road, St. George, Bristol, BS5 8RY
TELEPHONE: n/a
TIMES: n/a

GAMES: Awesome, Back To The Future 3, Bart Simpson vs The Space Mutants, BMX Simulator, Captain Planet And The Planeteers, Lemmings, Line Of Fire, MiG 29 Fulcrum, Monty Python's Flying Circus, Pro Tennis Tour, Shadow Of The Beast 2, Speedball 2, Treasure Island Dizzy.

IF YOU ARE GOING to use a Contact, then please follow these two guidelines:

1. Respect the times printed. There's nothing worse than just drifting off to sleep at night when the phone rings (and contrary to popular belief, 'sensible times only' does not mean three in the morning).
2. Please send an S.A.E. for written queries.

So you think you've got what it takes to be a Contact huh? You think that you can withstand the pressure of answering 20 phone calls a minute while writing seven replies? Okay, send us your details as described and we'll weed out the men from the boys.

Name:
Address:
Telephone Number:
Times To Call:
List Of Games Completed (in *alphabetical* order):

To give you something to do when the phone stops ringing, we'll send you a free piece of software from our coffers. Send everything to: **Contacts, The One For Amiga Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

WARNING!!

Get your parents' permission before you send in your details. That's more like it, clear, concise, to the point. Why can't all things in life be like this small piece of text? Things would be so much better if everybody just cut out the waffle and got straight to the point. Yessiree Bob...

Goodbye-ee, goodbye-ee. Wipe a tear, baby dear, from your eye-ee. Thank you, thank you. Before I say goodnight and leave the stage, I must just leave you with one thought: . How's that for deep? Right, one more time. Goodbye-ee, goodbye-ee. Wipe a tear...

CITIZEN

DOT MATRIX & NOTEBOOK PRINTERS

ALWAYS A GOOD IDEA

Silica presents some great offers on the award winning range of high quality matrix printers from Citizen. Each Citizen printer is built in the UK to exacting standards, ensuring superb reliability and output. Our confidence in Citizen's quality is such that we are pleased to include a 2 year guarantee with every printer. Plus, if you buy a Citizen printer from us, we will give you the Silica Systems Printer Starter Kit (worth £29.38), *FREE OF CHARGE!*

FREE DELIVERY
Next Day - Anywhere in the UK mainland

FREE STARTER KIT
Worth £29.38 - With every Citizen printer from Silica.

2 YEAR WARRANTY
Silica offer a 2 year warranty (including the printer head) with every Citizen printer from Silica.

WINDOWS 3.0
Free Windows 3.0 driver. Included with the Silica Starter Kit.

FREE COLOUR KIT
With every Swift 9 and Swift 24e printer.

FREE HELPLINE
Technical support helpline open during office hours.

MADE IN THE UK
Citizen printers are manufactured to high standards.

NEW! LOW PRICE



9 PIN PRINTER

144 CPS — **80** COLUMN

- *Citizen 120D+ - 9 pin - 80 column*
- *144cps Draft, 30cps NLQ*
- *4K Printer Buffer + 2 Fonts*
- *Parallel Interface as Standard*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *Pull tractor & bottom feed*
- *FREE Silica Printer Starter Kit*

RRP: £199
STARTER KIT £25
TOTAL RRP: £224
SAVING: £109
SILICA PRICE: £115

SERIAL INTERFACE OPTION
The 120D printer is available with a serial interface for £115+VAT. Ref: PRI 2125 - £135.13 inc VAT.

£115
+VAT=£135.13 ref: PRI 2120

9 PIN PRINTERS



FREE! COLOUR KIT

192 CPS — **80** COLUMN

- *Citizen Swift 9 - 9 pin - 80 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £239
COLOUR KIT £38
STARTER KIT £25
TOTAL RRP: £302
SAVING: £123
SILICA PRICE: £179

£179
+VAT=£222.08 ref: PRI 2209



Colour Option Extra - See Accessories

192 CPS — **136** COLUMN

- *Citizen Swift 9x - 9 pin - 136 column*
- *192cps Draft, 48cps NLQ*
- *8K Printer Buffer + 3 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 240×240dpi*
- *Epson and IBM Emulation*
- *A3 landscape printing*
- *FREE Silica Printer Starter Kit*

RRP: £329
STARTER KIT £25
TOTAL RRP: £354
SAVING: £105
SILICA PRICE: £249

£249
+VAT=£292.58 ref: PRI 2309

24 PIN PRINTERS

NEW!

FREE! COLOUR KIT

216 CPS — **80** COLUMN

- *Citizen Swift 24e - 24 pin - 80 column*
- *216cps Draft, 72cps LQ*
- *8K Printer Buffer + 6 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM & NEC P6+ Emulation*
- *FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £365
COLOUR KIT £38
STARTER KIT £25
TOTAL RRP: £428
SAVING: £169
SILICA PRICE: £259

£259
+VAT=£304.33 ref: PRI 2534



Colour Option Extra - See Accessories

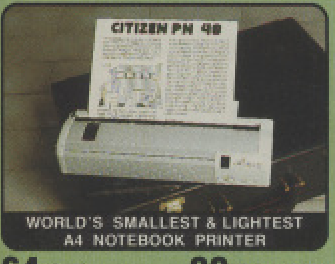
192 CPS — **80** COLUMN

- *Citizen 224 - 24 pin - 80 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson and IBM Emulation*
- *Colour Option Available*
- *FREE Silica Printer Starter Kit*

RRP: £269
STARTER KIT £25
TOTAL RRP: £294
SAVING: £95
SILICA PRICE: £199

£199
+VAT=£233.83 ref: PRI 2484

NOTEBOOK PRINTER



WORLD'S SMALLEST & LIGHTEST A4 NOTEBOOK PRINTER

64 CPS — **80** COLUMN

- *Citizen PN48 Notebook Printer*
- *Non-impact Printing On Plain Paper*
- *LASER QUALITY - 64cps*
- *4K Printer Buffer + 2 Fonts*
- *Rear and Bottom Paper Loading*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM, NEC P6 & Citizen Emulations*
- *Power: Mains, Battery or Car Adaptor*
- *FREE Silica Printer Starter Kit*

RRP: £325
STARTER KIT £25
TOTAL RRP: £350
SAVING: £101
SILICA PRICE: £249

£249
+VAT=£292.58 ref: PRI 2100

24 PIN PRINTER



Colour Option Extra - See Accessories

192 CPS — **136** COLUMN

- *Citizen Swift 24x - 24 pin - 136 column*
- *192cps Draft, 64cps LQ*
- *8K Printer Buffer + 4 Fonts*
- *Parallel Interface*
- *Graphics Resolution: 360×360dpi*
- *Epson, IBM and NEC P6 Emulation*
- *A3 landscape printing - FREE Colour Kit*
- *FREE Silica Printer Starter Kit*

RRP: £489
STARTER KIT £25
TOTAL RRP: £514
SAVING: £165
SILICA PRICE: £349

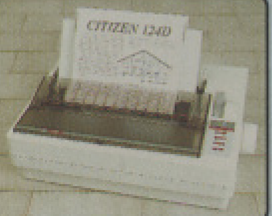
£349
+VAT=£410.08 ref: PRI 2574

24 PIN PRINTER

GOLD AWARD — Best Budget Printer 1990 — Micro Decision

144 CPS — **80** COLUMN

- *Citizen 124D - 24 pin - 80 col*
- *144cps Draft, 48cps LQ*
- *8K Printer Buffer + 2 Fonts*
- *Parallel Interface*
- *Graphics Res: 360×360dpi*
- *Epson and IBM Emulation*
- *FREE Silica Printer Starter Kit*



RRP: £249
STARTER KIT £25
TOTAL RRP: £274
SAVING: £105
SILICA PRICE: £169

£169
+VAT=£198.58 ref: PRI 2534

ACCESSORIES

SHEET FEEDERS

PRA 1200	120D	£71.38
PRA 1215	124D/224 Sw9/24/24e	£88.70
PRA 1228	124D/224 Sw9/24/24e	£42.00

SERIAL INTERFACES

PRA 1189	120D+	£56.45
PRA 1209	124D/224 Swift 9	£32.25
PRA 1709	Swift 24/24e	£26.38

32K MEMORY EXPN

PRA 1753	124D/224 Swift 24/24e	£13.10

PRINTER STAND

PRA 1242	124D/224 Sw9/24/24e	£24.03
PRA 1274	Swift 9x/24x	£30.66

ORIGINAL RIBBONS

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RIB 3949	Swift 9x Black	£7.15
RIB 3924	124D/224 Sw24/24e Black	£4.20
RIB 3936	Swift 9/24/24e Colour	£15.63
RIB 3248	PN48 Single Strike	£3.81
RIB 3348	PN48 Multi Strike	£3.81

COLOUR KITS

PRA 1236	Swift 9/24/24e	£35.25
PRA 1240	Swift 9x/24x	£35.25

PN48 ACCESSORIES

PRA 1148	PN48 Battery	£51.70
PRA 1155	PN48 Cable Extn	£ TBC
PRA 1162	PN48 Car Adaptor	£ TBC

All prices include VAT and Free delivery.

STARTER KIT

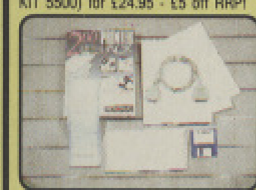
FREE!

Worth: £25 +VAT=£29.38

To get you up and running with your new printer from Silica:

- *3½" Disk - Amiga & ST Drivers*
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- *5 Continuous Envelopes*

If you already own a printer, and would like to buy a kit, you may order one (ref: KIT 5500) for £24.95 - £5 off RRP!



SILICA SYSTEMS OFFER YOU

- ***FREE OVERNIGHT DELIVERY:*** On all hardware orders shipped in the UK mainland.
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Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".





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One for AMIGA GAMES

NEXT MONTH

SUPER SPORTS SPECTACULAR!

Yes, that's right sports fans. Next month's issue of The One is almost totally devoted to sports. What with the 1992 Summer Olympics just around the corner (sort of) we thought it was the perfect time to let you know what's available in the wide, wide world of sports. We'll bring you Pro-Celebrity Boxing with Thora Hird and James 'Buster' Douglas, Cross Country Pigeon Racing and a live report from the World Championship Pot-Holing finals. And just check out some of the reviews we've got:

TIP OFF

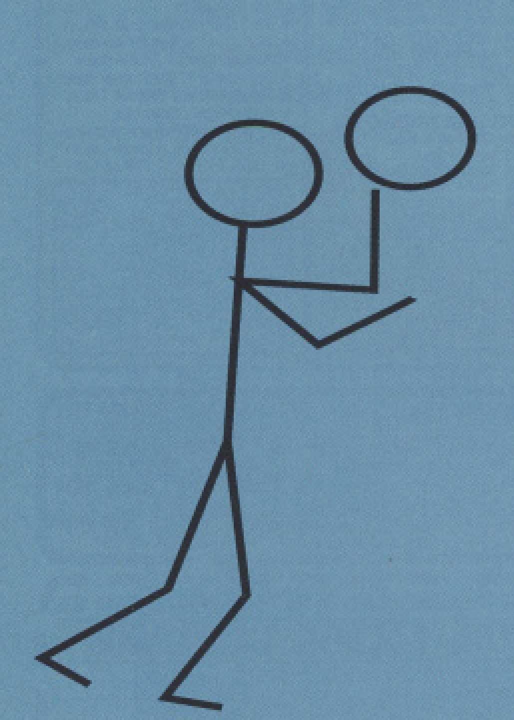
Steve Screech's long-awaited follow-up to Kick Off 2 has finally arrived and we give it a thorough kicking... sorry, dribbling.

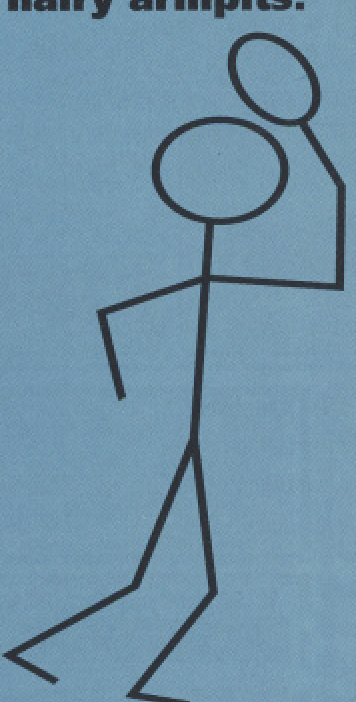
ADVANTAGE TENNIS

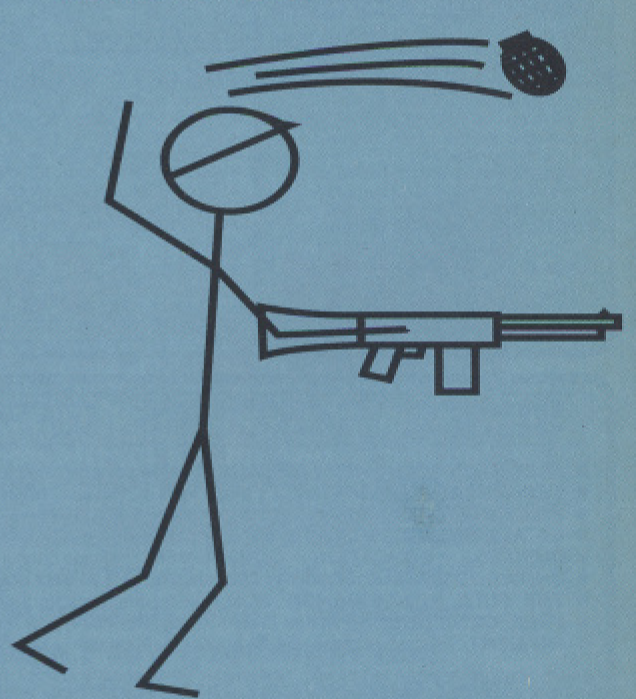
It's better than Pro Tennis Tour 2 and it's in The One next month! Infogrames proves that France is more than just garlic and hairy armpits.

SPECIAL FORCES

Duck hunting will never be the same. Set your traps, load your semi-automatic rifle, paint your face. All the fun of low-profile infiltration from MicroProse.







All this and plenty more! Our Sneak Preview Disk will also have a sporty theme, encased in the blue of Chelsea Football Club, being as flat as a frisbee and as square as a chessboard. All this sporting action will be yours on January 28th 1992.

Football, hockey, tennis, cricket: we're the magazine that's got it... all
The One For Amiga Games